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A

TREATISE

ON

THE GAME OF CHESS;

CONTAINING

AN INTRODUCTION,

AND

An Analysis of the various Openings of Games;

WITH SEVERAL

NEW MODES OF ATTACK AND DEFENCE.

VOL. II. only

CONTAINING

THE QUEEN'S BISHOP'S PAWN OPENING; THE KING'S GAMBIT OPENING; THE QUEEN'S GAMBIT OPENING; IRREGULAR OPENINGS; TWENTY-FIVE CHESS PROBLEMS.

BY W. LEWIS,

AUTHOR OF SEVERAL PUBLICATIONS ON THE GAME.

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THIRD OPENING;

OR, THE

QUEEN'S BISHOP'S PAWN'S GAME.

THIRD OPENING;

OR, THE

QUEEN'S BISHOP'S PAWN'S GAME.

FIRST GAME.

White. **Black.**

1. K.P. two squares. 1. K.P. two squares.
2. Q.B.P. one square. 2. The best move for the Black is to play Q.P. two squares. In this game I shall suppose him to play K.B. to Q.B. fourth, and in the next K.Kt. to K.B. third.

K.B. to Q.B. fourth.

3. K.Kt. to K.B. third. 3. If he play Q.Kt. to Q.B. third, you move K.B. to Q.B. fourth, and the position will be the same as in the ordinary K.Kt. game. But if

Q.P. one square.

4. K.B. to Q.B. fourth. 4. If he play Q.B. to K.Kt. fifth, you play Q. to Q.Kt. third. But if

K.Kt. to K.B. third.

5. K. castles. 5. He ought now either to castle, or play Q.Kt. to Q.B. third. But suppose

K.Kt. takes K.P.

6. Q. to Q.R. fourth.+

FIRST DEFENCE.

6. Q.B.P. one square.

7. K.B. takes K.B.P.+ 7. K. takes K.B.

8. Q. takes K.Kt., and your position is superior to the Black's.

SECOND DEFENCE.

6. Q.B. to Q. second.

7. K.B. takes K.B.P.+ 7. K. takes K.B.

8. Q. takes K.Kt. 8. Q.B. to Q.B. third.

9. Q. to Q.B. fourth.+ 9. If he play K. to K. second, or K.B. third, you play Q.P. two squares, in order afterwards to play Q.B. to K.Kt. fifth. If he play K. to K. square.

10. K.Kt. takes K.P. 10. If he play Q. to K.Kt. fourth, you take Q.B.; and then advance Q.P. two squares. But if Q.P. takes Kt.

11. Q. takes K.B. 11. Q. to K.Kt. fourth.

12. K.B.P. one square.

White has the best position, with the advantage of a Pawn.

THIRD DEFENCE.

6. K. to K.B. square.

7. K.B. takes K.B.P.

In the first place,

7. K.Kt. takes K.B.P.

8. Q.P. two squares. 8. K.P. takes P.

9. Q.B.P. takes P. 9. K.B. to Q.Kt. third.

10. K.R. takes Kt. 10. K. takes K.B.

11. K.Kt. to K. fifth.+ 11. K. to K.Kt. square.

12. K.Kt. to K.B. seventh, and has evidently the best of the game.

In the second place,

7. K.B. takes K.B.P.+

8. K. to K.R. square. 8. Q.P. one square.

9. K.Kt. takes K.P. 9. If he play Q. to K. second, you advance Q.P. two squares. But suppose K.B. to Q.Kt. third.

10. K.B. to K.R. fifth.+ 10. If he play K. to K. second, you should play Q.P. one square. If he play K. to K.Kt. square, you move Q.P. two squares. But if K.Kt. to K.B. seventh.+

11. K. to K.Kt. square, and has much the best of the game.

SECOND GAME.

White.	Black.
1. *K. P. two squares.*	1. *K. P. two squares.*
2. *Q. B. P. one square.*	2. K. Kt. to K. B. third.

3. You have now two ways of playing, viz. Q. to Q. B. second, or Q. P. two squares; this latter move will be examined in the next game, at present I shall suppose you to play

Q. to Q. B. second.	3. K. B. to Q. B. fourth.

FIRST ATTACK.

4. K. Kt. to K. B. third.

In the first place,

	4. K. Kt. to its fifth.
5. Q. P. two squares.	5. If he play K. B. to Q. Kt. third, you play K. R. P. one square, and then take K. P. with K. Kt.; therefore,
	K. P. takes P.
6. Q. B. P. takes P.	6. K. B. checks.
7. Q. Kt. to Q. B. third.	7. Q. to K. second.

8. K. B. to Q. third, and will afterwards castle, and have the best of the game.

In the second place,

	4. Q. Kt. to Q. B. third.
5. K. B. to Q. B. fourth.	5. Q. P. one square.
6. K. castles.	6. K. castles.
7. Q. P. one square.	7. Q. B. to K. Kt. fifth.

The game is equal.

In the third place,

	4. Q. P. two squares.
5. K. Kt. takes K. P.	5. Q. P. takes K. P.
6. K. B. to Q. B. fourth.	6. K. castles.

There is little difference in the position.

SECOND ATTACK.

4. K.B.P. two squares.

FIRST DEFENCE.

	4. K.Kt. to its fifth.
5. K.Kt. to K.B. third.	

In the first place,

	5. K.Kt. to K.B. seventh.
6. Q.P. two squares.	6. K.Kt. takes K.R.

7. P. takes K.B., and as you will afterwards gain K.Kt., you have the best of the game.

In the second place,

	5. K.B. checks.
6. K. to K. second.	6. K.B. to Q.Kt. third.
7. K.B.P. takes P.	7. K.Kt. to K.B. seventh.
8. K.R. to K.Kt. square.	8. K.Kt. to its fifth.

9. Q.P. two squares, and you have evidently a much better game than the Black.

SECOND DEFENCE.

	4. K.B. takes K.Kt.
5. K.R. takes K.B.	5. Q.P. two squares.
6. K.B.P. takes P.	6. K.Kt. takes K.P.
7. Q.P. two squares.	7. Q.B. to K.B. fourth.
8. K.B. to Q. third.	

The position of the White is slightly superior to that of the Black.

THIRD GAME.

White.	Black.
1. *K.P. two squares.*	1. *K.P. two squares.*
2. *Q.B.P. one square.*	2. *K.Kt. to K.B. third.*

3. Q.P. two squares. 3. If he take Q.P., you will advance K.P., and then take P. with Q.B.P. But if K.Kt. takes P.

4. Q.P. takes K.P. 4. K.B. to Q.B. fourth sq.; this, which appears a very good move, is in reality a bad one; he ought to have played Q.P. two squares, and your best move would then be Q.B. to K. third.

5. Q. to K.Kt. fourth. 5. As he may take K.B.P. with K.Kt., or play Q.P. two squares, there will be two Variations on this move; at present suppose he plays. K.B. takes K.B.P.+

6. K. to his second.

FIRST DEFENCE.

6. Q. to K.R. fifth.

7. Q. takes K.Kt.P. 7. K.R. to K.B. square.

8. K.Kt. to K.B. third. 8. If he play Q. to K. second, you move Q.B. to K.R. sixth, winning the exchange. But if Q. to K.R. fourth.

9. Q.B. to K.R. sixth. 9. K.B. to Q.B. fourth.

10. K.Kt.P. two squares. 10. If he check with K.Kt. at its sixth, you move K. to Q. square, winning the Kt. afterwards; therefore, Q. to K.Kt. third.

11. Q. takes Q. 11. P. takes Q.

12. Q.B. takes R., and has considerably the best of the game.

SECOND DEFENCE.

6. K.B. takes K.Kt.

7. K.R. takes K.B. 7. Q.P. two squares.

8. Q. takes K.Kt.P. 8. K.R. to K.B. square.

9. Q.B. to K.R. sixth. 9. Q.Kt. to Q. second.

10. K.Kt.P. one square. 10. Q. to K. second.

11. K.B. to K.R. third. 11. If he take P. with Q.Kt., you take Q.B., and then K.R.; therefore, K.Kt. to Q.B. fourth.

12. K.B. takes Q.Kt.+ 12. Kt. takes K.B.
13. K.R. to K. square, and the position of the White is very advantageous.

THIRD DEFENCE.

6. Q.P. two squares.
7. Q. takes K.Kt.P. 7. K.R. to K.B. square.
8. Q.B. to K.R. sixth. 8. K.B. to Q.B. fourth.
9. K.Kt. to K.B. third. 9. K.Kt. to K.B. seventh.
10. Q.Kt.P. two squares. 10. Kt. takes K.R.
11. P. takes K.B. 11. Q.Kt. to Q. second.
12. K.Kt. to its fifth, having a very fine game.

FIRST VARIATION,

BEGINNING AT THE FIFTH MOVE OF THE BLACK.

White.	Black.
1. *K.P. two squares.*	1. *K.P. two squares.*
2. *Q.B.P. one square.*	2. *K.Kt. to K.B. third.*
3. *Q.P. two squares.*	3. *K.Kt. takes K.P.*
4. *Q.P. takes P.*	4. *K.B. to Q.B. fourth.*
5. *Q. to K.Kt. fourth.*	5. K.Kt. takes K.B.P.
6. Q. takes K.Kt.P.	6. K.R. to K.B. square.
7. Q.B. to K.Kt. fifth.	7. If he play K.B. to K. second, you win a piece by first taking K.B., and afterwards K.Kt.; therefore,
	K.B.P. one square.
8. P takes P.	8. If he play K.R. to K.B. second, you check at K.Kt. eighth, compelling him to interpose K.B.; you then take K.Kt. But if
	K.Kt. takes K.R.
9. K.B. to K. second, having a forced won game.	

SECOND VARIATION,

BEGINNING AT THE FIFTH MOVE OF THE BLACK.

White.	Black.
1. *K.P. two squares.*	1. *K.P. two squares.*
2. *Q.B.P. one square.*	2. *K.Kt. to K.B. third.*

3. *Q. P. two squares.* 3. *K. Kt. takes K. P.*
4. *Q. P. takes P.* 4. *K. B. to Q. B. fourth.*
5. *Q. to K. Kt. fourth.* 5. Q. P. two squares.
6. Q. takes K. Kt. P. 6. K. R. to K. B. square.
7. Q. B. to K. third. 7. If he play Q. to K. second, you play Q. Kt. to Q. second, in order afterwards to castle on the Queen's side. But if

Q. P. one square.

8. Q. B. P. takes P. 8. K. B. takes P.
9. Q. Kt. to Q. second. 9. If he take Q. B., you will win by taking K. Kt.: but suppose,

FIRST DEFENCE.

K. B. takes Q. Kt. P.

10. Q. Kt. takes Kt. 10. K. B. takes Q. R.
11. Kt. to K. B. sixth.+ 11. K. to K. second.
12. Q. B. checks. 12. K. to K. third.
13. Checkmates in five moves.

SECOND DEFENCE.

9. K. Kt. takes Q. Kt.

10. Q. R. to Q. square.

In the first place,

10. K. B. takes Q. B.

11. P. takes Q. B. 11. Q. to K. R. fifth.+
12. K. takes Kt. 12. Q. to K. B. seventh.+
13. K. B. to K. second. 13. If he play Q. B. to K. third, or Q. Kt. to Q. B. third, you should move K. Kt. to K. B. third, in order to play K. R. to K. B. square, winning the Queen. But if

Q. to K. R. fifth.

14. K. to Q. B. square, having an excellent position.

In the second place,

10. K. B. takes Q. Kt. P.

11. Q. B. takes Kt. 11. If he play Q. to Q. fourth, you should take K. R., and then check with Q. B. at

K.R. sixth. If he play Q. to Q. fifth, you move K.Kt. to K.B. third; and if he then check at K. fifth, you interpose K.B., and afterwards castle, having the best of the game.

FOURTH GAME.

White.	Black.
1. *K.P. two squares.*	1. *K.P. two squares.*
2. *Q.B.P. one square.*	2. Q.P. two squares.
3. K.Kt. to K.B. third.	

FIRST DEFENCE.

	3. Q.B. to K.Kt. fifth.
4. Q. to Q.R. fourth.+	

In the first place,

	4. Q. to Q. second.
5. Q. to Q.Kt. third.	5. Q.B. takes Kt.
6. Q. takes Q.Kt.P.	6. Q.B. takes K.Kt.P.
7. K.B. takes Q.B.	7. Q. to Q.B. third.
8. Q. to Q.B. eighth.+	8. K. to K. second.
9. P. takes P.	9. Q. to Q. third.
10. Q. to Q.Kt. seventh, winning Q.R.	

If on the fourth move he had interposed Q.Kt., or Q.B.P., you would have taken K.P. with K.Kt. If on the fifth move he had played Q.Kt.P. one square, or had taken your K.P., you would also take K.P. with K.Kt.; but if he had played Q.Kt. to Q.B. third, you ought to take Q.P. with K.P.

If on the sixth move he had played Q. to Q.B. third, you would win the Queen by attacking her with K.B.

If on the ninth move he play Q.Kt. to Q. second, you take Q.R. with Q., and afterwards check with the Pawn.

In the second place,

4. Q.B. to Q. second.

5. Q. to Q.Kt. third. 5. If he take P. with Q.P., you take K.P. with K.Kt., and will afterwards win either K.B.P. or Q.Kt.P.: therefore,

Q.B. to Q.B. third.

6. K.Kt. takes K.P. 6. Q. to K. second.

7. K.Kt. takes Q.B. 7. Q. takes K.P.+

8. K. to Q. square. 8. Q.Kt. takes Kt.

9. Q. takes Q.Kt.P., and wins either Q.R. or Q.Kt.

SECOND DEFENCE.

3. Q.P. takes P.

4. K.Kt. takes P. 4. If he play K.B. to Q.B. fourth, he will lose K.P. by your checking with Q. at Q.R. fourth. If he play K.Kt. to K.B. third, or Q.B.P. one square, you play K.B. to Q.B. fourth. Finally, if he play K.B.P. one or two squares, you check him with Q. at K.R. fifth, having a fine game. But if

K.B. to Q. third.

5. It would not be good play to check with Q. and then take K.P., because you would lose K.Kt. by his playing Q. to K. second, and afterwards K.B.P. one square; your best move is

K.Kt. to Q.B. fourth. 5. K.Kt. to K.B. third.

6. Q.P. two squares, and the game is even.

THIRD DEFENCE.

3. K.Kt. to K.B. third.

4. Q.P. two squares. 4. K.Kt. takes K.P.

5. K.Kt. takes K.P. 5. K.B. to Q. third.

6. K.Kt. to Q. third. 6. Q.B.P. two squares.

7. Q.P. takes P. 7. K.Kt. takes P.

8. Q.B. to K. third. 8. K.Kt. takes Kt.

9. K.B. takes Kt. 9. Q.Kt. to Q.B. third.

This defence is by Major Jaenisch; he says the game is quite equal; I rather prefer the White's game.

DEFENCE.

THE BLACK HAVING THE FIRST MOVE.

FIRST GAME.

Black.	White.
1. *K. P. two squares.*	1. *K. P. two squares.*
2. *Q. B. P. one square.*	2. *Q. P. two squares.*
3. K. P. takes P.	3. Q. takes P.
4. If he play Q. P. one square, you may play K. B. P. two squares. But if Q. P. two squares.	4. P. takes P.
5. P. takes P.	5. K. B. checks.
6. Q. Kt. to Q. B. third.	6. K. B. takes Kt.+
7. P. takes K. B.	7. Q. B. P. two squares.
8. Q. B. to K. third.	8. P. takes P.
9. P. takes P.	9. Q. Kt. to Q. B. third, and your position is superior to his.

SECOND GAME.

Black.	White.
1. *K. P. two squares.*	1. *K. P. two squares.*
2. *Q. B. P. one square.*	2. *Q. P. two squares.*
3. Q. P. two squares.	3. K. P. takes P.

4. Q. takes P. — 4. Q.P. takes P.
5. Q. takes P.+ — 5. K.B. to K. second.
6. If he play K.B. to Q.B. fourth, you play K.Kt. to B. third, and afterwards castle. But if
Q.B. to K.Kt. fifth. — 6. If you play Q.B. to Q. second, in order afterwards to play it to Q.B. third, he will win Q.Kt.P. But if
Q.Kt. to Q. second.
7. K.B. to Q.B. fourth. — 7. Q.Kt. to Q.B. fourth.
8. Q. to K. second. — 8. Q.B. to K. third.
9. K.B. takes B. — 9. Q.Kt. takes K.B.

There is but little difference in the game.

THIRD GAME.

Black.	White.
1. *K.P. two squares.*	1. *K.P. two squares.*
2. *Q.B.P. one square.*	2. *Q.P. two squares.*
3. K.Kt. to K.B. third.	3. P. takes P.

In the first place,

4. Q. checks. — 4. Q.B.P. one square.
5. Q. takes K.P. — 5. K.B. to Q. third.
6. If he were to take K.P. with K.Kt., you would play Q. to K. second, and afterwards K.B.P. one square, winning K.Kt. But if
Q.P. two squares. — 6. K.B.P. two squares.
7. Q. to Q.B. second. — 7. K.P. one square.

The position is in favour of the White, arising from the fourth move of the Black, which ought to have been K.Kt. takes P.

In the second place,

4. K.Kt. takes P. — 4. K.B. to Q. third.
5. Q.P. two squares. — 5. Q. to K. second.

6. Q. B. to K. B. fourth.	6. K. B. P. one square.
7. Q. to K. R. fifth.+	7. K. to K. B. square.
8. K. Kt. to its sixth.+	8. P. takes Kt.
9. Q. takes K. R.	9. K. B. takes B.
10. K. B. to Q. B. fourth.	10. Q. B. to K. third.

White has the best of the game, having won a Bishop and Knight for a Rook. Black on the sixth move ought to have played K. Kt. to Q. B. fourth.

FOURTH OPENING;

OR, THE

KING'S GAMBIT.

THE KING'S GAMBIT.

The King's Gambit is perhaps the most instructive, as it is certainly the most entertaining, of all the Openings. It abounds in difficult and interesting positions, and has more variety than any other method of beginning the game.

Nearly all the best writers on the game of Chess agree that the King's Gambit is a hazardous game for the first player, because he sacrifices a pawn without gaining a corresponding advantage of position; this is true, but it must not be forgotten that the second player has one of his pawns doubled, and that a pawn more, so circumstanced, does not necessarily win the game.

In the former Openings, I have supposed the Black to play incorrectly, both in the Attack and Defence; as that system could not be conveniently pursued in this Opening, I have throughout given the first move to the player of the White pieces; the proper Defence will therefore be found in the moves of the Black.

The King's Gambit is usually divided into two chief branches, viz. the King's Knight's Gambit, and the King's Bishop's Gambit; in the former, the King's Knight is played out on the third move; in the latter, the King's Bishop. When, instead of either of these, the King's Rook's Pawn is played two squares, it is usually called the King's Rook's Pawn's Gambit.

FOURTH OPENING;

OR, THE

KING'S GAMBIT.

FIRST GAME.

White.	Black.
1. K.P. two squares.	1. K.P. two squares.
2. K.B.P. two squares.	2. He may refuse to take the Pawn, and play either
	Q. to K.R. fifth square, checking.
	K.B. to Q.B. fourth. See the Second Game.
	Q.P. two squares. See the Third Game.
	K.Kt. to K.B. third. See the Fourth Game.
	Q. to K.R. fifth.+
3. K.Kt.P. one square.	3. Q. to K.B. third.
4. K.B.P. takes P.	4. Q. takes P.
5. K.B. to K.Kt. second.	

FIRST DEFENCE.

	5. If he play K.B. to Q.B. fourth, you move K.Kt. to K. second, in order afterwards to advance Q.P. two squares. But suppose Q.P. two squares.
6. Q.P. two squares.	6. Q. to K. third.
7. K.P. one square.	7. Q.Kt. to Q.B. third.
8. K.Kt. to K. second, and you have the best position.	

SECOND DEFENCE.

	5. K.Kt. to K.B. third.
6. Q.P. two squares.	6. Q. to Q.R. fourth.+

7. Q.B.P. one square; this is a better move than Q.B. to Q. second, as directed by Ponziani. See (A.)

7. Q.P. one square.

8. Q.Kt. to Q.R. third.

8. If he advance Q.P., you should play K.P. one square; and if he then take Q.Kt. you should take K.Kt. But if

Q.B. to K. third.

9. K.P. one square.

9. K.Kt. to Q. fourth.

10. Q.B. to Q. second, having a fine game.

(A.)

7. Q.B. to Q. second.

7. Q. to Q.Kt. third.

8. K.P. one square.

8. Q. takes Q.Kt.P.

9. Q.B. to Q.B. third.

9. K.B. to Q.Kt. fifth.

In the first place,

10. P. takes K.Kt.

10. K.B. takes Q.B.+

11. If you play K. to B. square, he will take Q.P. with K.B. If

Q.Kt. takes K.B.

11. Q. takes Kt.+

12. K. to K.B. square.

12. K.Kt.P. takes P.

In the second place,

10. Q.B. takes B.

10. Q. takes B.+

11. Q.B.P. one square.

11. If he play Q. to Q.Kt. seventh, you may take K.Kt.; therefore

Q. to K. second.

12. Q. to K. second.

12. K.Kt. to its square.

Your game is not so good as it was before.

SECOND GAME.

White.	Black.
1. *K.P. two squares.*	1. *K.P. two squares.*
2. *K.B.P. two squares.*	2. K.B. to Q.B. fourth.
3. K.Kt. to K.B. third.	3. Q.P. one square.
4. Q.B.P. one square.	

FIRST DEFENCE.

4. Q. to K. second.

5. Q.P. two squares. 5. K.P. takes Q.P.

6. Q.B.P. takes P. 6. If he check with K.B., you must not interpose either Q.B. or Q.Kt., because he would take K.P. with Q., checking; but you play K. to K.B. second, having a fine position. But suppose,

In the first place,

Q. takes K.P.+

7. K. to K.B. second. 7. He must lose K.B. at the least, for if he play

K.B. to Q.Kt. third. (A.)

8. K.B. checks. 8. If he interpose any piece, you play K.R. to K. square, winning the Queen; therefore

K. removes.

9. K.R. to K. square; also winning the Queen.

(A.)

7. K.B. to Q.Kt. fifth.

8. Q.R.P. one square. 8. K.B. to Q.R. fourth.

9. Q.Kt.P. two squares. 9. K.B. to Q.Kt. third.

10. K.B. checks, &c., as before.

In the second place,

6. K.B. to Q.Kt. third.

7. Q.Kt. to Q.B. third, and you have an excellent position.

SECOND DEFENCE.

4. Q.B. to K.Kt. fifth.

5. P. takes K.P. 5. Q.P. takes P.

6. K.B. to Q.B. fourth.

In the first place,

6. K.Kt. to K.B. third.

7. K.B. takes K.B.P.+ 7. K. takes B.

8. K. Kt. takes K. P.+ 8. K. to K. square.
9. K. Kt. takes Q. B., having the best of the game.

In the second place,

6. Q. B. takes K. Kt.
7. Q. takes Q. B. 7. K. Kt. to K. B. third, and the game is about equal.

THIRD GAME.

White.	Black.
1. *K. P. two squares.*	1. *K. P. two squares.*
2. *K. B. P. two squares.*	2. Q. P. two squares.
3. K. P. takes P.	3. If he take K. B. P. you should move K. Kt. to K. B. third. But if
	Q. takes P.
4. Q. Kt. to Q. B. third.	4. Q. to K. third.
5. K. Kt. to K. B. third.	5. If he play K. P. one square, you should move K. Kt. to K. fifth, in order, afterwards, to play K. B. to Q. B. fourth. If
	K. P. takes P.+
6. K. to K. B. second. This is a much better move than interposing either Q. or K. B., because you threaten to check with K. B., and afterwards to play K. R. to K. square.	
	6. If he check with K. B., you play Q. P. two squares, compelling him, as his best move, to play K. B. to K. second. But if
	Q. B. P. one square.
7. K. B. to K. second.	7. K. Kt. to K. B. third.
8. K. R. to K. square.	8. K. B. to K. second.
9. K. to K. Kt. square, and the position is slightly in favour of the White.	

FOURTH GAME.

White.	Black.
1. *K. P. two squares.*	1. *K. P. two squares.*
2. *K. B. P. two squares.*	2. K. Kt. to K. B. third.
3. Q. Kt. to Q. B. third.	3. K. P. takes P.
4. Q. P. two squares.	4. K. B. to Q. Kt. fifth.
5. K. B. to Q. third.	5. Q. to K. second.
6. Q. to K. second.	6. Q. Kt. to Q. B. third.
7. K. P. one square.	

FIRST DEFENCE.

	7. Q. Kt. takes Q. P.
8. P. takes K. Kt.	8. Q. Kt. takes Q.
9. P. takes Q.	9. Kt. takes Q. Kt.
10. Q. R. P. one square.	10. K. B. to Q. R. fourth.
11. Q. B. to Q. second, and will win.	

SECOND DEFENCE.

	7. K. Kt. to Q. fourth.
8. Q. B. to Q. second.	8. Q. Kt. takes Q. P.
9. Q. Kt. takes Kt. you re-take with K.	9. If he were to take Q. B. Q. to K. R. fifth.+ But if
10. K. Kt. P. one square.	10. P. takes P.
11. Q. to K. Kt. second.	11. P. takes K. R. P.+
12. K. to K. B. square.	12. P. takes K. Kt., becomes a Queen, and checks.
13. Q. takes Q.	13. Q. to Q. square.
14. Q. takes K. Kt. P.	14. K. R. to K. B. square.
15. Q. B. to K. Kt. fifth.	15. K. B. P. one square.
16. K. B. to K. Kt. sixth.+	16. P. takes K. B.
17. Q. takes P.+	17. K. R. to K. B. second.
18. K. R. checks.	18. K. B. interposes.
19. K. R. takes B.+	19. K. takes R.
20. Checkmates in three moves.	

FIFTH GAME.

White.	Black.
1. *K.P. two squares.*	1. *K.P. two squares.*
2. *K.B.P. two squares.*	2. K.P. takes P.

3. K.R.P. two squares; this mode of attack is not to be commended; it is much better to play K.Kt. to K.B. third.

3. K.B. to K. second.

FIRST ATTACK.

4. K.Kt. to K.B. third.	4. Q.P. one square.
5. Q.P. two squares.	5. Q.B. to K.Kt. fifth.
6. Q.B. takes P.	6. K.B. takes P.+

7. If you were to take K.B. with K.R., you would lose the exchange; therefore,

K.Kt.P. one square.	7. K.B. to K.Kt. fourth.
8. Q.B. takes B.	8. Q.B. takes Kt., and has the best of the game.

SECOND ATTACK.

4. Q. to K.Kt. fourth.	4. K.Kt. to K.B. third.

In the first place,

5. Q. takes K.Kt.P.	5. K.R. to K.Kt. square.
6. Q. to K.R. sixth.	6. K.B. to Q. third.
7. K.R.P. one square.	7. K.R. to K.Kt. fifth.
8. K.P. one square.	8. K.B. takes P.

9. If you play Q.P. one square, he will play K.B. to Q. third, and afterwards to K.B. square, winning the Queen. If you play K.B. to K. second, he may play P. to K.B. sixth, having a very attacking game.

In the second place,

5. Q. takes Gambit P.	5. K. castles.
6. Q.P. one square.	6. Q.P. two squares.
7. K.P. one square.	7. K.Kt. to K.R. fourth.
8. Q. to K.B. second.	8. K.B.P. one square, having the best of the game.

SIXTH GAME.

White.	Black.
1. *K.P. two squares.*	1. *K.P. two squares.*
2. *K.B.P. two squares.*	2. *K.P. takes P.*
3. K.Kt. to K.B. third.	3. K.Kt. to K.B. third.
4. K.P. one square.	

FIRST DEFENCE.

	4. K.Kt. to Q. fourth.
5. Q.B.P. two squares.	5. K.Kt. to Q.Kt. fifth.
6. Q.P. two squares.	6. If he play K.B. to K. second, you take P. with Q.B. If K.Kt.P. two squares.
7. K.R.P. two squares.	7. K.Kt.P. one square.
8. K.Kt. to its fifth.	8. K.R.P. one square.
9. K.Kt. to K. fourth.	9. K.B. to K. second.

10. Q.B. takes P., and has an excellent game.

SECOND DEFENCE.

	4. Q. to K. second.
5. K.B. to K. second.	5. K.Kt. to its fifth.
6. Q.P. two squares.	6. K.Kt. to K. sixth.
7. Q.B. takes Kt.	7. P. takes Q.B.

8. K. castles, and your position is much better than his.

Black ought, on the third move, to have played K.Kt.P. two squares, defending the Gambit Pawn.

SEVENTH GAME.

White.	Black.
1. *K.P. two squares.*	1. *K.P. two squares.*
2. *K.B.P. two squares.*	2. *K.P. takes P.*
3. *K.Kt. to K.B. third.*	3. Q.P. one square.

4. K.B. to Q.B. fourth. 4. Q.B. to K.Kt. fifth.
5. Q.P. two squares. 5. If he play K.Kt.P. two squares, you move K.R.P. two squares. But if

Q.B. takes K.Kt.

6. Q. takes Q.B. 6. If he play Q. to K.B. third, you may take the Gambit Pawn, or play K.P. one square, with the view of taking Q.Kt.P. with Q. But suppose

K.Kt.P. two squares.

7. It would be good play to move Q. to Q.Kt. third, attacking two undefended Pawns; or you may play K.R.P. two squares.

FIRST DEFENCE.

7. K.B. to K. second.
8. K.R.P. takes P. 8. K.B. takes P.
9. K.Kt.P. one square; recovers the Pawn, with a better position.

SECOND DEFENCE.

7. K.B. to K.R. third.
8. Q. to K.R. fifth. 8. Q. to K.B. third.
9. P. takes P. 9. If he were to take K.R.P. with Q., you would take K.B.P. with Q., checking, and afterwards castle, having a very strong attack; therefore

K.B. takes P.

10. Q.Kt. to Q.B. third. 10. K.Kt. to K. second.
11. K.P. one square. 11. If he take P. with P., you play Kt. to K. fourth, winning a piece. If he play Q. to K.Kt. second, you also play Kt. to K. fourth, having a fine attack. But if

Q. to K.Kt. third.

12. Q. takes Q. 12. K.Kt. takes Q.
13. Kt. to Q. fifth. 13. K. to Q. square.
14. P. takes Q.P. 14. P. takes P.

15. K. Kt. P. one square, recovers the Pawn, with a better position than the Black.

THIRD DEFENCE.

	7. K. B. P. one square.
8. P. takes P.	8. P. takes P.
9. Q. to K. R. fifth.+	9. K. to Q. second.
10. Q. B. takes Gambit P.	10. If he take Q. B. he will be checkmated in two moves. If he play Q. to K. B. third, you should take K. Kt. P. with Q. But if Q. to K. second.
11. Q. to K. Kt. fourth.+	11. K. to Q. square.

12. Q. B. takes K. Kt. P., and has much the best of the game.

EIGHTH GAME.

White.	Black.
1. *K. P. two squares.*	1. *K. P. two squares.*
2. *K. B. P. two squares.*	2. *K. P. takes P.*
3. *K. Kt. to K. B. third.*	3. K. Kt. P. two squares.
4. K. R. P. two squares.	

FIRST DEFENCE.

	4. K. B. P. one square.
5. K. Kt. takes K. Kt. P.	5. P. takes K. Kt.
6. Q. checks.	6. K. to K. second.
7. Q. takes P.+	7. If he play K. Kt. to K. B. third, you play K. P. one square. But if K. to K. square.
8. Q. to K. R. fifth.+	8. K. to K. second.
9. Q. to K. fifth.+	9. K. to K. B. second.

10. Wins the Queen, or checkmates in eight moves.

SECOND DEFENCE.

4. K.Kt.P. one square.

5. You have two ways of playing, viz. K.Kt. to its fifth, (see the ninth Game,) or

K.Kt. to K. fifth. 5. As he may play Q. to K. second, or K.B. to K. second, there will be two Variations on this move.

K.R.P. two squares.

6. K.B. to Q.B. fourth. 6. K.R. to K.R. second.
7. Q.P. two squares. 7. Q.P. one square.
8. K.Kt. to Q. third. 8. P. to K.B. sixth.

9. If you play K.Kt.P. one square, Black would I think have the best of the game, having a Pawn more, and that a passed one. Suppose you play:

K.Kt.P. takes P. (A.) 9. K.B. to K. second sq.
10. Q.B. to K.Kt. fifth. 10. K.B. takes B.
11. K.R.P. takes B. 11. Q. takes P., and has the best of the game.

Your fourth move of K.R.P. two squares is not so attacking, nor probably so good an one, as K.B. to Q.B. fourth.

(A.)

9. Q.B. to K.Kt. fifth. 9. P. takes K.Kt.P.
10. K.R. to K.Kt. square. 10. K.B. to K. second, and has the best of the game.

FIRST VARIATION,

BEGINNING AT THE FIFTH MOVE OF THE BLACK.

White.	Black.
1. *K.P. two squares.*	1. *K.P. two squares.*
2. *K.B.P. two squares.*	2. *K.P. takes P.*
3. *K.Kt. to K.B. third.*	3. *K.Kt.P. two squares.*
4. *K.R.P. two squares.*	4. *K.Kt.P. one square.*
5. *K.Kt. to K. fifth.*	5. Q. to K. second.

FIRST ATTACK.

6. K.Kt. takes K.Kt.P. — 6. K.B.P. two squares.
7. K.Kt. to K.B. second. — 7. K.B.P. takes P.
8. Q. checks. — 8. K. to Q. square.
9. Q. to K.B. fifth. — 9. K.P. one square.

In the first place,

10. Q.P. takes P. — 10. P. takes P.
11. If you play K.Kt. to Q. square, he will play K.B. to R. third, in order to advance K.P., and win a piece; therefore,
K.Kt. to its fourth. — 11. K.Kt. to K.R. third.
12. Kt. takes K.Kt. — 12. K.B. takes Kt., and has a pawn more, with a fine position.

In the second place,

10. K.Kt. to its fourth. — 10. P. takes Q.P.+
11. K. takes P. — 11. Q.P. one square.
12. Q. takes Gambit P. — 12. K.R.P. two squares.
13. K.Kt. to K. third. — 13. K.B. to K.R. third.
14. Q. to K.B. second. — 14. K.Kt. to K.B. third.
15. If you play K.B. to Q. third, he ought to play K.R. to K. square, and afterwards K.Kt. to its fifth. But if
K. to Q. square. — 15. K.Kt. to its fifth.
16. Kt. takes Kt. — 16. Q.B. takes Kt.+
17. K.B. to K. second. — 17. K.B. takes B.
18. K.B. takes Q.B. — 18. K.B. takes Q.Kt.P., and wins.

SECOND ATTACK.

6. Q.P. two squares. — 6. K.B.P. two squares; instead of this move it would be better to play Q.P. one square. See the third Variation.
7. Q.B. takes P. — 7. Q.P. one square.
8. Q.B. to K.Kt. fifth. — 8. K.Kt. to K.B. third.
9. Q.Kt. to Q.B. third.

In the first place,

	9. Q.P. takes K.Kt.
10. Q.Kt. to Q. fifth.	10. Q. to Q. third.
11. Q.B. takes K.Kt.	11. K.R. to K.Kt. square.
12. Q.B. takes K.P.	12. Q. removes.

13. Q.Kt. takes Q.B.P., checks, and wins Q.R.

In the second place,

	9. Q.B.P. one square.
10. Q.B. takes Kt.	10. Q. takes Q.B.

11. K.Kt. to Q.B. fourth, and your position is superior to the Black's.

SECOND VARIATION,

BEGINNING AT THE FIFTH MOVE OF THE BLACK.

White.	Black.
1. *K.P. two squares.*	1. *K.P. two squares.*
2. *K.B.P. two squares.*	2. *K.P. takes P.*
3. *K.Kt. to K.B. third.*	3. *K.Kt.P. two squares.*
4. *K.R.P. two squares.*	4. *K.Kt.P. one square.*
5. *K.Kt. to K. fifth.*	5. K.B. to K. second.

FIRST ATTACK.

6. K.Kt. takes K.Kt.P.	6. K.B. takes P.+
7. K.Kt. to K.B. second.	7. Q.P. one square.
8. Q.P. two squares.	8. Q. to K.Kt. fourth, and has the best position.

SECOND ATTACK.

6. Q. takes K.Kt.P.	6. Q.P. one square.
7. Q. to K.Kt. seventh.	7. Q.P. takes Kt.
8. Q. takes K.R.	8. K.B. takes P.+
9. K. to Q. square.	9. Q.B. checks.
10. K.B. interposes.	10. Q.B. takes B.+
11. K. takes Q.B.	11. Q. to K.Kt. fourth.

In the first place,

12. K.R. to K.Kt. square. 12. Q.Kt. to Q.B. third.
13. Q. takes K.R.P. 13. Q Kt. checks.
14. K. to Q. third. 14. Checkmates in six moves.

In the second place,

12. K.R. takes B. 12. Q. takes K.Kt.P.+
13. If you play K. to K. square, he will play Q.Kt. to B. third, and afterwards advance the Gambit Pawn. But if
K. to Q. third. 13. Q.Kt. to Q.B. third.
14. If you play Q. Kt. to Q.B. third, you will lose the Queen, or be checkmated in nine moves. If
Q. takes K.R.P. 14. K. castles.+
15. K. to Q.B. third. 15. Q. to K.Kt. eighth.
16. Q.P. one square. 16. Q. takes Q.B.
17. K.R. to its square. 17. Checkmates in six moves.

In the third place,

12. K. to B. square. 12. P. to K.B. sixth.
13. K.Kt.P. takes P. 13. Q. to K.Kt. sixth.
14. K.R. takes B. 14. Q. takes P.+
15. K. to K. square. 15. Q. to K.Kt. sixth.+
16. K. to K. second. 16. Q. to K.Kt. seventh.+
17. K. to K. square. 17. Q. to K.Kt. eighth.+
18. K. to K. second. 18. Q.Kt. to Q.B. third.
19. Q.B.P. one square. 19. K. castles.
20. Q.Kt. to Q.R. third. 20. Q. to K.Kt. seventh.+
21. K. to Q. square. 21. Q. to K.B. sixth.+
22. K. to Q.B. second. 22. K.Kt. to K.B. third.
23. Q. to K.Kt. seventh. 23. Q. to Q. sixth.+
24. If you play K. to Q. square, he will move Q.R. to K.Kt. square; therefore,
K. to Q.Kt. third. 24. Q.Kt. to Q. fifth.+
25. If you play K. to Q.Kt. fourth, he will check with Q.B.P. But if
K. to Q.R. fourth. 25. Q. to Q.R. third.+
26. K. to Q.Kt. fourth. 26. Q.B.P. two squares.+
27. K. takes P. 27. Q.Kt. checks K. and Q.

THIRD VARIATION,

BEGINNING AT THE SIXTH MOVE OF THE FIRST VARIATION.

White.	Black.
1. *K. P. two squares.*	1. *K. P. two squares.*
2. *K. B. P. two squares.*	2. *K. P. takes P.*
3. *K. Kt. to K. B. third.*	3. *K. Kt. P. two squares.*
4. *K. R. P. two squares.*	4. *K. Kt. P. one square.*
5. *K. Kt. to K. fifth.*	5. *Q. to K. second.*
6. *Q. P. two squares.*	6. Q. P. one square.
7. K. Kt. takes K. Kt. P.	7. K. B. P. two squares.
8. K. Kt. to K. B. second.	8. P. takes K. P.
9. Q. checks.	9. K. to Q. square.
10. Q. B. takes P.	10. K. Kt. to B. third.
11. Q. to K. second.	11. K. R. P. two squares.
12. Q. B. P. two squares.	12. Q. B. P. one square.
13. Q. P. one square.	13. K. B. to K. R. third.
14. Q. B. takes B.	14. K. R. takes B.
15. Q. Kt. to B. third.	15. Q. B. to K. B. fourth.
16. K. Kt. P. one square.	16. K. R. to K. Kt. third.
17. K. R. to K. Kt. square.	17. Q. Kt. to Q. second.

The position is in favour of the Black.

NINTH GAME.

White.	Black.
1. *K. P. two squares.*	1. *K. P. two squares.*
2. *K. B. P. two squares.*	2. *K. P. takes P.*
3. *K. Kt. to K. B. third.*	3. *K. Kt. P. two squares.*
4. *K. R. P. two squares.*	4. *K. Kt. P. one square.*

5. The usual, and probably the best, move is to play K. Kt. to K. fifth. I shall here, however, suppose you to play it to K. Kt. fifth, forming the ALLGAIER GAMBIT, com-

monly so called because ALLGAIER, though not the inventor, took some pains in analysing it.

K. Kt. to its fifth.

FIRST DEFENCE.

	5. K. R. P. two squares.
6. K. B. to Q. B. fourth.	6. K. Kt. to K. R. third.
7. Q. P. two squares.	7. K. B. P. one square.
8. Q. B. takes P.	8. P. takes K. Kt.
9. K. R. P. takes P.	

In the first place,

	9. K. Kt. to K. Kt. square.
10. Q. B. to K. fifth.	10. Q. takes P.
11. Q. B. takes K. R.	11. Q. to K. sixth.+
12. K. to K. B. square.	12. Q. to K. B. fifth.+
13. K. to K. second.	13. Q. takes K. P.+
14. K. to Q. second.	14. Q. takes K. Kt. P.+

15. Q. to K. second, checks, and has the best of the game.

In the second place,

	9. K. Kt. to K. B. second.

10. P. to K. Kt. sixth. 10. If he play K. Kt. to K. R. third, you play Q. B. to K. fifth. If he play K. Kt. to Q. third, you take it with Q. B., and afterwards check with K. B. But if

Kt. to K. Kt. fourth.

11. Q. to Q. second. 11. If he take K. P., you check with K. B., and afterwards with Q. B. at K. Kt. fifth, winning easily. But if

K. B. to K. R. third.

12. P. to K. Kt. seventh, and wins.

SECOND DEFENCE.

	5. K. B. P. one square.
6. Q. takes K. Kt. P.	6. P. takes K. Kt.
7. Q. to K. R. fifth.+	7. K. to K. second.

8. Q. takes K.Kt.P.+ 8. K. to K. square.
9. Q. to K.R. fifth.+ 9. K. to K. second.
10. Q. to K. fifth.+ 10. K. to K.B. second.
11. K.B. checks, and wins the Queen at the least.

THIRD DEFENCE.

5. K.R.P. one square.
6. K.Kt. takes K.B.P. 6. K. takes K.Kt.
7. Q. takes K.Kt.P. 7. If he play Q.P. one sq., you should check with K.B.; if he play it two squares, you take the Gambit Pawn. But if

In the first place,

Q. to K.B. third.
8. K.B. checks. 8. K. to K. second.
9. You would not gain a piece by taking K.Kt. with K.B., because he would play K.R.P. one square. It is better to play
Q.Kt. to Q.B. third. 9. Q.B.P. one square.
10. Q.P. one square. 10. K.R.P. one square.
11. Q. to K.B. third, and you will afterwards win the Gambit Pawn, having a game scarcely inferior to the Black.

In the second place.

7. K.Kt. to K.B. third.
8. Q. takes P. 8. K.B. to Q. third; though this move appears bad in consequence of its confining Q.P., &c., yet it is really the best that can be played. It was first given in a German work of but little merit, published at Cassel in 1828, and intitled "Anweisung das Schachspiel gruendlich zu erlernen. Von Johann Horny."

No. I.

9. Q. to K.B. third. 9. Q.Kt. to Q.B. third.
10. Q.B.P. one square. 10. Q.Kt. to K. fourth.
11. Q. to K. second. 11. Q.Kt. to K.Kt. fifth.
12. K.R. to its third. 12. Q. to K. second.

13. Q.P. one square. 13. Q.B.P. one square, and has evidently the best of the game.

No. II.

9. Q. to K.B. second. 9. It would not be good play to move Q.Kt. to Q.B. third, because you would advance Q.P. two squares. It is better to move K. to K.Kt. second.

10. K.B. to Q.B. fourth. 10. K.R. to K.B. square.

11. Q.P. one square. 11. K.Kt. to its fifth.

12. If you play Q. to Q. fourth, he will move K.B. to K. fourth. If you play Q. to K., or Q. second, he will check with K.B. at K.Kt. sixth, having much the best of the game.

TENTH GAME.

White.	Black.
1. *K.P. two squares.*	1. *K.P. two squares.*
2. *K.B.P. two squares.*	2. *K.P. takes P.*
3. *K.Kt. to K.B. third.*	3. *K.Kt.P. two squares.*

4. K.B. to Q.B. fourth; this is the usual and probably the best method of playing the attack. Black has several ways of playing against it, viz.

1. K.B.P. one square.
2. Q.P. one square. See the Eleventh Game.
3. Q. to K. second. See the Twelfth Game.
4. K.R.P. one square. See the Thirteenth Game.
5. K.B. to K.Kt. second. See the Fourteenth and succeeding Games.
6. K.Kt.P. one square. See the Nineteenth and succeeding Games.

If instead of one of the above he were to play K.B. to Q.B. fourth, or K.Kt. to K.R. third, you should play

Q.P. two squares. If he were to move Q.B.P. one square, you ought to play K.P. one square, in order if he advance Q.P. two squares to take it *en passant*, having in each case the best position. Suppose then that he plays

4. K.B.P. one square.

5. K.Kt. takes K.Kt.P.

FIRST DEFENCE.

5. P. takes K.Kt.

6. Q. checks. 6. K. to K. second.

7. Checkmates in three moves.

SECOND DEFENCE.

5. If he play K.R.P. two squares, you play Kt. to K.B. seventh, winning the exchange. But if

K.Kt. to K.R. third.

6. Q. to K.R. fifth.+ 6. K. to K. second.

7. K.Kt. to K.B. seventh.

In the first place,

7. Q. to K. square.

8. Q. to Q.B. fifth.+ 8. Q.P. one square.

9. Q. takes Q.B.P.+ 9. Q. to Q. second.

10. Q. takes Q., and afterwards takes K.R., having much the best of the game.

In the second place,

7. K.Kt. takes Kt.

8. Q. takes Kt.+ 8. K. to Q. third.

9. Q.P. two squares. 9. If he play K.B. to K.R. third, you check with K.P., winning with great ease. If he play Q.B.P. two squares, or Q.R.P. one square, you take P. with Q.B., having a very superior game.

THIRD DEFENCE.

5. Q.P. two squares.

6. Q. checks. 6. K. to Q. second.

7. K.Kt. to K.B. seventh. 7. Q. to K. square.
8. Q. takes Q.P.+ 8. K.B. interposes.
9. K.Kt. takes K.R., winning easily.

ELEVENTH GAME.

White.	Black.
1. *K.P. two squares.*	1. *K.P. two squares.*
2. *K.B.P. two squares.*	2. *K.P. takes P.*
3. *K.Kt. to K.B. third.*	3. *K.Kt.P. two squares.*
4. *K.B. to Q.B. fourth.*	4. Q.P. one square.
5. K.R.P. two squares.	

FIRST DEFENCE.

5. If he play K.B. to K. second, or to K.R. third, you should take P. with P., having the best of the game in consequence of his Pawns being broken or separated. But if

K.B.P. one square.

6. It would not be the best play to sacrifice K.Kt. by taking K.Kt.P., because he would play K. to Q. second when you check with Q.; therefore,

K.B. takes K.Kt. 6. K.R. takes B.
7. K.R.P. takes P. 7. P. takes P.
8. K.R. takes K.R.P., and your position is at least equal to the Black's.

SECOND DEFENCE.

5. Q.B. to K. third.
6. K.B. takes B. 6. P. takes K.B.
7. K.Kt. take K.Kt.P. 7. Q. to K.B. third.
8. Q. to K.Kt. fourth. 8. K. to K. second.
9. K. castles. 9. K.Kt. to K.R. third.
10. Q. takes Gambit P., and has the best of the game.

THIRD DEFENCE.

5. K.Kt.P. one square.
6. K.Kt. to its fifth. 6. K.Kt. to K.R. third.
7. Q.P. two squares. 7. K.B.P. one square.
8. You would acquire a powerful attack by leaving your K.Kt. *en prise*, and taking P. with Q.B. See the Variation. But suppose
K.Kt. to K. sixth.

In the first place,

8. Q.B. takes Kt.
9. K.B. takes B. 9. Q. to K. second.
10. Q.P. one square, and afterwards taking the Gambit Pawn, will have the best of the game.

In the second place,

8. Q. to K. second.
9. K.Kt. takes Gambit P. 9. Q. takes K.P.+
10. K. to K.B. second. 10. K.B. to K. second.
11. K.R. to K. square, and though you have a Pawn less yet I think your position more than equivalent.

VARIATION,

BEGINNING AT THE EIGHTH MOVE OF THE WHITE.

8. Q.B. takes P. 8. P. takes K.Kt.
9. Q.B. takes P. 9. The best move is to play K.B. to K. second, you would then take K.Kt., and your position would be slightly superior to his, though you lose your K.R.P. But suppose he plays
Q. to Q. second.
10. K. castles. 10. Q.B.P. one square.
11. Q. to Q. second. 11. Q.P. one square.
12. K.P. takes P. 12. Q.B.P. takes P.
13. Q.Kt. to B. third. 13. If he take K.B., you should check with Q.R., winning the game. If he

play Q. to Q. third, you check with K.B., and then play K.R. to K.B. sixth. But if

	Q.Kt. to Q.B. third.
14. Q.R. checks.	14. Q.Kt. to K. second.
15. Q.Kt. takes P.	15. K.Kt. to its square.
16. Q.B. takes Kt.	16. K.B. takes B.
17. Q.R. takes B.+	17. Kt. takes R.

18. Q.Kt. to K.B. sixth, checks, and wins.

You might on the eighth move have varied the attack by taking P. with P. instead of with Q.B.; but I am not quite sure that you would then have the best of the game. See this mode of play given at some length in my Second Series of Lessons, page 190.

TWELFTH GAME.

White.	Black.
1. *K.P. two squares.*	1. *K.P. two squares.*
2. *K.B.P. two squares.*	2. *K.P. takes P.*
3. *K.Kt. to K.B. third.*	3. *K.Kt.P. two squares.*
4. *K.B. to Q.B. fourth.*	4. If he play K.B. to K. second, you play K.Kt. to K. fifth. But suppose
	Q. to K. second.
5. Q.P. two squares.	

FIRST DEFENCE.

	5. Q. takes K.P.+
6. K. to K.B. second.	6. If he play Q. to K.Kt. third, you play K.Kt. to K. fifth. If he play K.B. to K. second, you take K.Kt.P. But if
	Q. to K.B. fourth.
7. K.R. checks.	7. K.B. to K. second.
8. K.R. to K. fifth.	8. Q. removes.

9. K.Kt. takes K.Kt.P., and has an excellent game.

SECOND DEFENCE.

	5. K.B. to K.Kt. second.
6. Q.Kt. to Q.B. third.	6. K.Kt.P. one square.
7. K. castles.	7. P. takes K.Kt.
8. Q.Kt. to Q. fifth.	8. P. takes K.Kt.P.
9. K.R. to K.B. second.	9. Q. to Q. square.
10. Q.B. takes P.	10. Q.P. one square.
11. Q. to K.R. fifth.	

In the first place,

	11. K.B. takes Q.P.
12. Q.B. to K. third.	12. Loses a piece.

In the second place,

	11. Q.B.P. one square.
12. Q.B. to K.Kt. fifth.	12. Q. to Q. second.

13. K.R. takes K.B.P., having a forced won game.

In the third place,

	11. Q.B. to K. third.
12. Q.B. to K.Kt. fifth.	12. Q. to Q. second.
13. Kt. takes Q.B.P.+	13. Q. takes Kt.
14. K.B. takes B.	14. K.B. takes P.
15. K.B. takes K.B.P.+	15. K. to Q. second. (A.)
16. Q. to K.R. third.+	16. K. to Q.B. third.
17. K.B. to Q. fifth.+	17. K. removes.

18. Q. to Q.R. third, or to Q.Kt. third, checks, and wins the Queen in a few moves.

(A.)

	15. K. to K.B. square.
16. K.B. to Q.Kt. third.+	16. K.B. takes R.+
17. K. takes B.	17. Q.Kt. to Q.B. third.
18. K. takes K.Kt.P.	18. Kt. to K. fourth.

19. R. to K.B. square, checks, and has a forced won game.

In this game the error of the Black consists in playing Q. to K. second on the fourth move, instead of K.Kt.P. one square, or K.B. to K.Kt, second.

THIRTEENTH GAME.

White.	Black.
1. *K.P. two squares.*	1. *K.P. two squares.*
2. *K.B.P. two squares.*	2. *K.P. takes P.*
3. *K.Kt. to K.B. third.*	3. *K.Kt.P. two squares.*
4. *K.B. to Q.B. fourth.*	4. K.R.P. one square.
5. K.Kt. to K. fifth.	5. K.R. to K.R. second.
6. Q.P. two squares.	6. If he play K.B. to K. second, you should play Q. to K.R. fifth. If he play Q. to K. second, you play Q. to Q. third. But if Q.P. one square.
7. K.Kt. takes K.B.P.	7. K.R. takes Kt.
8. K.B. takes K.R.+	8. K. takes K.B.
9. K.R.P. two squares.	

FIRST DEFENCE.

	9. K.B. to K. second.
10. K.R.P. takes P.	10. If he take P. with K.B., you take Gambit P. with Q.B.; and if he take Q.B., you play Q. to K.B. third, recovering the piece, with a better position; therefore, P. takes P.
11. Q. checks.	11. If he play K. to B. square, or to B. third, you play K.Kt.P. one square. If he play K. to K. third, you check with Q. at K.Kt. sixth; and on his playing K. to Q. second, you play R. to K.R. eighth. But suppose he plays K. to Kt. second.
12. K.Kt.P. one square.	12. P. takes K.Kt.P.
13. Q. to K.R. seventh.+	13. If he play K. to B. third, he will be checkmated in four moves; therefore, K. to B. square.
14. K. castles.+	

In the first place,

	14. K. Kt. to B. third.
15. Q. B. takes P.	15. Q. B. to K. third.

16. Q. to K. R. eighth, checks, and afterwards takes Kt., winning easily.

In the second place,

	14. K. B. to K. B. third.
15. Q. B. takes P.	15. Q. to K. second.

16. Q. to K. R. fourth. 16. If he play K. to Kt. second, you take K. B. with Q. B., afterwards check at K. Kt. fourth, and then play Q. Kt. to Q. B. third, having the best of the game; therefore,

	K. to B. second.
17. Q. Kt. to B. third.	17. Q. B. P. one square.
18. K. P. one square.	18. Q. P. takes P.
19. Q. Kt. to K. fourth.	19. Q. Kt. to Q. second.
20. Q. B. takes B.	20. Q. Kt. takes B.
21. R. takes Kt.+	21. Kt. takes R.

22. Q. R. to K. B. square, and wins.

SECOND DEFENCE.

	9. K. Kt. to B. third.
10. K. R. P. takes P.	10. P. takes P.
11. K. Kt. P. one square.	11. Q. B. to K. Kt. fifth.
12. Q. to Q. third.	12. P. takes K. Kt. P.
13. Q. takes P.	13. Q. to K. square.

14. K. castles, or Q. Kt. to B. third, having a fine attack.

THIRD DEFENCE.

	9. Q. to K. B. third.
10. Q. Kt. to Q. B. third.	10. Q. B. P. one square.
11. K. R. to K. B. square.	11. K. Kt. to K. second.

12. K. Kt. P. one square. 12. If he play K. Kt. to its third, you play K. R. P. one square, and then take P. with Q. B. But if

	Q. B. to K. R. sixth.

13. R. to K.B. second. 13. K. to K. square.
14. K.R.P. takes P. 14. K.R.P. takes P.
15. Q. checks, and wins Q.B.

FOURTEENTH GAME.

White.	Black.
1. *K.P. two squares.*	1. *K.P. two squares.*
2. *K.B.P. two squares.*	2. *K.P. takes P.*
3. *K.Kt. to K.B. third.*	3. *K.Kt.P. two squares.*

4. *K.B. to Q.B. fourth.* 4. K.B. to K.Kt. second; this move is considered by many writers as the best that can be played; there is no doubt that it is superior to those that have been already examined. Some authors, however, prefer advancing K. Kt. P. one square, attacking the K. Kt. I also prefer this move, supposing that the first player dare not then play the MUZIO GAMBIT; but this is doubtful, from the new mode of playing the attack, which will be given when we come to treat of that peculiar game. The object of this move (K.B. to Kt. second) is to defend K. R., and to prevent your moving K. Kt. to K. fifth. You have two modes of attack, viz. to play K.R.P. two squares, in order to break through the Pawns on his King's side, or to castle. I shall first suppose that you play

5. K.R.P. two squares.

FIRST DEFENCE.

5. K.B.P. one square.
6. K.Kt. takes K.Kt.P. 6. P. takes Kt.
7. Q. checks. 7. K. to K. second.
8. Q. to K.B. seventh.+ 8. K. to Q. third.
9. Q. takes K.B., having a much better game than the Black.

SECOND DEFENCE.

	5. K.Kt.P. one square.
6. K.Kt. to its fifth.	6. K.Kt. to K.R. third.
7. Q.P. two squares.	7. K.B.P. one square.
8. Q.B. takes P.	

In the first place,

	8. P. takes K.Kt.
9. Q.B. takes P.	9. K.B. to K.B. third.
10. Q.B. takes Kt.	10. K.B. takes K.R.P.+

11. K. to K. second, and your game is at least equal to his.

In the second place,

	8. Q.P. one square.
9. K. castles.	9. P. takes K.Kt.
10. Q.B. takes P.	10. Q. to Q. second.
11. Q. to Q. second.	11. K.Kt. to its square.

12. K.R. to K.B. seventh, winning K.B., unless the Black take K.R., in which case you win the Q.; and although Black will then have three pieces for the Queen, yet your game will be better than his, owing to the superiority of your position.

THIRD DEFENCE.

	5. K.R.P. one square.
6. Q.P. two squares.	6. Q.P. one square; he might also play Q.B.P. one square. See the Variation.
7. Q.B.P. one square.	7. He ought now to play either Q. to K. second, or Q.B.P. one sq.: but suppose,

In the first place,

	Q.B. to K.Kt. fifth.
8. Q. to Q.Kt. third.	8. Q.B. to K.R. fourth. (A.)
9. K.R.P. takes P.	9. P. takes P.
10. K.R. takes Q.B.	10. K.R. takes R.
11. K.B. takes K.B.P.+	11. K. to K.B. square.

12. K.B. takes K.R., and having gained a piece will win.

(A.)

	8. Q.B. takes Kt.
9. K.B. takes K.B.P.+	9. K. to K.B. square.

10. K.Kt.P. takes Q.B. 10. If he play Q.Kt. P. one square, you take K.Kt.P.; if he retake with K.R.P. he will lose a piece. If he play K.Kt. anywhere, you take Q.Kt.P. It would not have been good play had you taken Q.Kt.P. on the ninth move, because he would have taken K.P. with Q.B. Your position is superior to the Black's.

In the second place,

	7. Q.B. to K. third.
8. K.B. takes Q.B.	8. K.B.P. takes K.B.
9. K.R.P. takes P.	9. K.R.P. takes P.
10. K.R. takes R.	10. K.B. takes R.

11. Q. to Q.Kt. third, and wins a Pawn; for if Black play Q. to Q.B. square, he will lose K.Kt.P.

VARIATION,

BEGINNING AT THE SIXTH MOVE OF THE BLACK.

White.	Black.
1. *K.P. two squares.*	1. *K.P. two squares.*
2. *K.B.P. two squares.*	2. *K.P. takes P.*
3. *K.Kt. to K.B. third.*	3. *K.Kt.P. two squares.*
4. *K.B. to Q.B. fourth.*	4. *K.B. to K.Kt. second.*
5. *K.R.P. two squares.*	5. *K.R.P. one square.*
6. *Q.P. two squares.*	6. Q.B.P. one square.
7. Q. to Q. third.	

FIRST DEFENCE.

	7. Q.P. two squares.
8. K.P. takes P.	8. Q.B.P. takes P.
9. K.B. checks.	9. Q.Kt. to Q.B. third.
10. K.R.P. takes P.	10. K.R.P. takes P.
11. K.R. takes R.	11. K.B. takes R.

12. Q. to K.R. seventh, winning a piece.

635773 A

FIRST DEFENCE.

	13. Q.B. takes P.
14. K.B. takes B.	14. K.Kt. to K.B. third.
15. K.B. takes K.B.P.+	15. K. to K.B. square.
16. Q. to K.Kt. sixth.	16. Q. takes K.B.
17. Q. takes K.Kt.P.	17. K.Kt. takes K.P.
18. Q. takes Gambit P.	18. Q. takes Q.
19. Q.B. takes Q.	

Black has the best of the game.

SECOND DEFENCE.

	13. K.Kt. to K.B. third.
14. P. takes K.B.P.+	

In the first place,

	14. K. to K.B. square.
15. Q.B. takes P.	15. If he take either Q. or Q.B. you will checkmate him : therefore,
	K.Kt. takes K.P.
16. Q.Kt. to Q. second.	16. P. takes Q.B.

17. Q.Kt. takes Kt., and though Black has gained a piece, yet you have a very strong attack, perhaps equivalent to the piece lost ; this arises from his playing K. to K.B. square.

In the second place,

	14. K. to K. second.
15. Q. to K. second.	15. Q.B. to K. third. (A.)
16. K.B. takes B.	16. K. takes K.B.
17. Q. to K.B. fourth.+	17. If he play K. to Q. second, you play Q. to Q.Kt. fourth, attacking Q.Kt.P., and threatening to advance the Pawn to Queen ; therefore,
	K. to K. second.
18. Q. to Q.Kt. fourth.+	18. K. takes P.

19. Q. takes Q.Kt.P., checks, and afterwards takes Q.R., having the best of the game.

(A.)

	15. Q.B. to K.Kt. fifth.
16. Q. to Q. third.	16. Q.Kt. to Q. second.
17. Q. to Q. fourth.	17. K.Kt. to K.R. fourth, and has decidedly the best of the game.

SEVENTEENTH GAME.

White.	Black.
1. *K.P. two squares.*	1. *K.P. two squares.*
2. *K.B.P. two squares.*	2. *K.P. takes P.*
3. *K.Kt. to K.B. third.*	3. *K.Kt.P. two squares.*
4. *K.B. to Q.B. fourth.*	4. *K.B. to K.Kt. second.*
5. K. castles.	5. If he play K.Kt.P. one square, you may leave K.Kt. *en prise*, in imitation of the MUZIO GAMBIT, and play Q.P. two squares, or Q.B.P. one square. But suppose
	Q.P. one square.
6. Q.B.P. one square.	6. Q.B.P. one square.
7. Q.P. two squares.	

FIRST DEFENCE.

	7. K.R.P. one square.
8. K.Kt.P. one square.	8. P. takes K.Kt.P.
9. K.B. takes P.+	9. K. takes K.B.
10. Kt. to K. fifth.++	

In the first place,

	10. K. to K. third.
11. Q. to K.Kt. fourth.+	11. K. to K. second.
12. K.R. checks.	12. K. to K. square.
13. Q. to K.R. fifth.	13. P. takes K.R.P.+
14. K. to K.R. square.	14. Must lose the game, for if he take Kt., or play K.Kt. to K.B. third, he will be

checkmated in two moves. If he play Q.B. to K. third, you will checkmate in three moves.

In the second place,

	10. K. to K. second.
11. K.R. checks.	11. K. to K. square.

12. Q. to K.R. fifth, &c. as before.

The error of the Black in this defence consists in taking K.Kt.P. on the eighth move, instead of playing K.Kt.P. one square.

SECOND DEFENCE.

	7. Q.P. one square.
8. K.P. takes Q.P.	8. Q.B.P. takes P.

9. K.B. checks. 9. If he interpose Q.B. you should check with Q. at K. second, forcing him to move his King, for if he interpose any piece he will lose K.Kt.P.; therefore,

	Q.Kt. to B. third.
10. Q. to Q.R. fourth.	10. Q.B. to Q. second.
11. K.R. checks.	11. K. to K.B. square.
12. K.B. takes Kt.	12. Q.B. takes B.
13. Q. to Q.Kt. fourth.+	13. K.Kt. to K. second.

14. K.Kt. takes P., and has the best of the game.

Black on the seventh move ought not to have played Q.P. one sq., he should have moved K.R.P. one sq.

EIGHTEENTH GAME.

White.	Black.
1. *K.P. two squares.*	1. *K.P. two squares.*
2. *K.B.P. two squares.*	2. *K.P. takes P.*
3. *K.Kt. to K.B. third.*	3. *K.Kt.P. two squares.*

4. *K.B. to Q.B. fourth.* 4. *K.B. to K.Kt. second.*
5. *K. castles.* 5. *Q.P. one square.*
6. Q.P. two squares. 6. Q.Kt. to Q.B. third.
7. Q.B.P. one square. 7. K.Kt.P. one square.
8. K.Kt. to K. square. 8. P. to K.B. sixth.
9. K.Kt. takes P. 9. P. takes K.Kt.
10. Q. takes P. 10. Q. to K. second.
11. K.B. takes K.B.P.+ 11. K. to Q. square.
12. Q. to K.Kt. third. 12. Q. to K.B. square.
13. Q.B. checks. 13. If he play Q.Kt. to K. second, you move K.B. to K.R. fifth, in order afterwards to play K.P. one square; therefore,
K.Kt. to K. second.
14. Q.P. one square. 14. Q.Kt. to K. fourth.
15. Q.B. takes K.Kt.+ 15. If he take with Q., he loses K.B.; therefore,
K. takes Q.B.
16. Q. to K.Kt. fifth.+ 16. K. to Q. second.
17. K.B. to K. sixth, checks, and wins the Queen.

NINETEENTH GAME.

White.	Black.
1. *K.P. two squares.*	1. *K.P. two squares.*
2. *K.B.P. two squares.*	2. *K.P. takes P.*
3. *K.Kt. to K.B. third.*	3. *K.Kt.P. two squares.*
4. *K.B. to Q.B. fourth.*	4. K.Kt.P. one square.

5. If you now castle, or play Q.P. two squares, and Black take K.Kt., it constitutes the MUZIO GAMBIT, which see. There are two other ways of playing, viz.

No. 1. K.Kt. to K. fifth.
2. K.B. take K.B.P.+ See the Twentieth Game.

I shall in this game suppose you to play
K.Kt. to K. fifth. 5. The best move for the

Black is to check with Q. See the Twenty-first and succeeding games. But I shall suppose him to play K. Kt. to K. R. third.

6. It would not be good play to take K. Kt. P. with K. Kt., see the Second Attack; it is better to play

FIRST ATTACK.

Q. P. two squares.	6. Q. P. one square.
7. K. Kt. to Q. third.	7. P. to K. B. sixth.
8. K. Kt. P. one square.	8. If he play K. B. P. two squares, you should take K. Kt., then K. B. P., and afterwards play K. R. P. one square. But if K. Kt. to its square.
9. K. R. P. one square.	9. K. R. P. two squares.
10. P. takes K. Kt. P.	10. Q. B. takes P.
11. K. to K. B. second.	11. K. R. P. one square.
12. Q. B. to K. B. fourth.	12. K. B. to K. second.
13. Q. Kt. to Q. second.	13. K. R. P. takes P.+

14. K. takes P., and will ultimately win the Gambit Pawn, and have the best of the game.

SECOND ATTACK.

6. K. Kt. takes K. Kt. P.	6. Q. checks.
7. K. Kt. to K. B. second.	7. Q. P. two squares.

8. If you take P. with K. B., you lose the Queen. If you play K. B. to K. second, he will take K. P. Suppose,

In the first place,

K. B. to Q. third.	8. K. B. to Q. B. fourth.
9. Q. to K. second.	9. K. Kt. to its fifth.
10. K. R. to K. B. square.	10. K. Kt. takes Kt.
11. K. R. takes Kt.	11. Q. takes K. R.+
12. Q. takes Q.	12. K. B. takes Q.+
13. K. takes K. B.	13. Q. P. takes P., and having gained a Rook for a Bishop, has evidently the best of the game.

In the second place,

8. K.P. takes P.	8. P. to K.B. sixth.
9. K.B. checks.	9. Q.B.P. one square.
10. P. takes Q.B.P.	10. Q. to K. second.+
11. K. to B. square.	11. P. takes K.Kt.P.+
12. K. takes P.	12. Q. to K.Kt. fourth.+
13. K. to K.B. square. and wins.	13. Q. takes K.B., checks,

TWENTIETH GAME.

White.	Black.
1. *K.P. two squares.*	1. *K.P. two squares.*
2. *K.B.P. two squares.*	2. *K.P. takes P.*
3. *K.Kt. to K.B. third.*	3. *K.Kt.P. two squares.*
4. *K.B. to Q.B. fourth.*	4. *K.Kt.P. one square.*
5. K.B. takes K.B.P.+; this is not a very good move, but it may be ventured against an inferior player.	
	5. K. takes K.B.
6. K.Kt. to K. fifth.+	

FIRST DEFENCE.

	6. K. to K. third.
7. Q. takes P.+	7. K. takes Kt.
8. Q. to K.B. fifth.+	8. K. to Q. third.
9. Q.P. two squares.	9. If he check with Q., you will play K.Kt.P. one square; and if he take P. with P. he will lose the Queen at the least. But if
	K.B. to K.Kt. second.
10. Q.B. takes P.+	10. K. to K. second.
11. Q.B. to K.Kt. fifth.+	11. K.B. to K.B. third.
12. K. castles.	12. Q. to K.B. square.
13. Q. to K. fifth.+	13. K. to Q. square.
14. K.R. takes K.B., and wins easily.	

SECOND DEFENCE.

6. K. to K. square.

7. Q. takes K.Kt.P. 7. If he were to play Q.P. one square, he would be checkmated in two moves. The move usually played is Q. to K.B. third, in order to defend the Gambit Pawn; it is a good move, but not so simple and easy as

K.Kt. to K.B. third.

8. Q. takes Gambit P. 8. Q.P. one square.
9. K.Kt. to Q.B. fourth. 9. Q.Kt. to Q.B. third.
10. K. castles. 10. K.B. to K.Kt. second.
11. Q.P. one square. 11. Q.B. to K. third.
12. Q. to K.Kt. third. 12. Q. to K. second, afterwards plays K. to Q. second, and Q.R. to K.B. square, and, having gained a piece for two Pawns, has the best of the game.

TWENTY-FIRST GAME.

White.	Black.
1. *K.P. two squares.*	1. *K.P. two squares.*
2. *K.B.P. two squares.*	2. *K.P. takes P.*
3. *K.Kt. to K.B. third.*	3. *K.Kt.P. two squares.*
4. *K.B. to Q.B. fourth.*	4. *K.Kt.P. one square.*
5. *K.Kt. to K. fifth.*	5. Q. checks.
6. K. to K.B. square.	6. K.Kt. to K.R. third.
7. Q.P. two squares.	7. Q.P. one square.
8. K.Kt. to Q. third.	8. P. to K.B. sixth.

No. I.

9. K.Kt.P. takes P. 9. P. takes P.
10. Q. takes P. 10. Q.B. checks.
11. If you play K. to K. second, he will play Q.B. to K.Kt. fifth. If you move K. to K.Kt. square, he will check with K.R., winning the game. Your ninth move was a very bad one; you ought to play as in No. II.

No. II.

9. K.Kt.P. one square. 9. His best move is to play Q. to K. second, see the next game: but suppose

Q. to K.R. sixth.+

10. K. to K. square. 10. If he play Q. to K.Kt. seventh, you should play K.Kt. to K.B. second, and afterwards B. to K.B. square, winning the Queen; he therefore plays

Q. to K.R. fourth.

11. K.Kt. to K.B. fourth. 11. Probably the best move for the Black is to play Q. to K.Kt. fourth, though it appear a dangerous one, because by removing K.Kt. you attack the Q. with Q.B.; but this attack by discovery does not seem productive of immediate benefit, though you would still have the best of the game. But suppose he plays

Q. to Q.R. fourth.+

12. Q.B. to Q. second.

FIRST DEFENCE.

12. Q. to Q.Kt. third.

13. K.Kt. to Q. fifth. 13. If he take Q.Kt.P., you play Q.B. to its third, winning the Queen. If he play Q. to Q.B. third, he will also lose the Queen by your playing K.B. to Q.Kt. fifth, &c.; therefore,

Q. takes Q.P.

14. K.B. to Q. third. 14. Q. to Q.B. fourth.

15. Q.Kt.P. two squares. 15. If he play Q. to Q. fifth, you move Q.B. to its third. But if

Q. to Q.B. third.

16. K.B. to Q.Kt. fifth. 16. Q. takes K.B.

17. K.Kt. takes Q.B.P., checking K. and Q.

SECOND DEFENCE.

12. Q. to Q.R. fifth.

13. Q.Kt. to Q.R. third.

In the first place,

	13. Q.B.P. one square.
14. K.Kt. to Q. fifth.	14. Q.Kt.P. two squares.
15. Q.Kt.P. one square.	15. Q. takes Q.Kt.
16. Q.B. to Q.Kt. fourth.	16. Q. to Q.Kt. seventh.
17. Q.R. to Q.Kt. square.	17. Q. takes Q.R.P.
18. R. to Q.R. square.	18. Q. to Q.Kt. seventh.
19. Q.B. to its third.	19. Q. takes Q R.

20. Q. takes Q., having the best of the game, as Black cannot take either K.B. or K.Kt. without losing Q.R.

In the second place,

	13. Q. to Q. second.
14. K.Kt. to Q. fifth.	14. Kt. to K.Kt. square.
15. K.R.P. one square.	15. If he play K.B.P. two squares, you take it with K.P. If he play K.R.P. two squares, you take K.Kt.P. If he play Q.B.P. one square.

16. K.Kt. to K. third, and you have the best of the game, as he cannot prevent you from separating his Pawns on the King's side.

TWENTY-SECOND GAME.

White.	Black.
1. *K.P. two squares.*	1. *K.P. two squares.*
2. *K.B.P. two squares.*	2. *K.P. takes P.*
3. *K.Kt. to K.B. third.*	3. *K.Kt P. two squares.*
4. *K.B. to Q.B. fourth.*	4. *K.Kt.P. one square.*
5. *K.Kt. to K. fifth.*	5. *Q. checks.*
6. *K. to K.B. square.*	6. *K.Kt. to K.R. third.*
7. *Q.P. two squares.*	7. *Q.P. one square.*
8. *K.Kt. to Q. third.*	8. *P. to K.B. sixth.*

9. *K.Kt.P. one square.* 9. Q. to K. second.
10. Q.Kt. to Q.B. third. 10. Q.B.P. one square.
11. K.R.P. one square.

FIRST DEFENCE.

11. K.B.P. two squares.
12. Q.B. takes Kt. 12. K.B. takes B.
13. K.P. takes P. 13. Q.B. takes P.
14. K.R.P. takes P. 14. Q.B. takes Kt.+
15. Q. takes B., having an irresistible attack.

SECOND DEFENCE.

11. K.Kt.P. takes P.
12. Q.B. takes Kt. 12. K.B. takes B.
13. Q. takes P. 13. K.R. to K.Kt. square.
14. Kt. to K.B. second. 14. K.R. to K.Kt. third.
15. Q.Kt. to K. second, and afterwards taking P. at K.R. third, will have the best of the game.

TWENTY-THIRD GAME.

White.	Black.
1. *K.P. two squares.*	1. *K.P. two squares.*
2. *K.B.P. two squares.*	2. *K.P. takes P.*
3. *K.Kt. to K.B. third.*	3. *K.Kt.P. two squares.*
4. *K.B. to Q.B. fourth.*	4. *K.Kt.P. one square.*
5. *K.Kt. to K. fifth.*	5. *Q. checks.*
6. *K. to K.B. square.*	6. *K.Kt. to K.R. third.*
7. *Q.P. two squares.*	7. P. to K.B. sixth.
8. K.Kt.P. one square.	8. Q. checks.
9. K. to K.B. second.	9. Q. to K.Kt. seventh.+
10. K. to K. third.	

FIRST DEFENCE.

10. Q.P. one square.
11. K.B. to K.B. square. 11. Kt. to K.B. fourth+, it is necessary to make this move in order to save the Queen.

12. K.P. takes Kt.	12. K.B. checks.
13. K. to K. fourth.	13. Q.P. checks.
14. K. takes Q.P.	14. Q.B.P. checks.
15. K. to K. fourth.	15. Q. takes K.R.
16. Q.B. takes B.	16. Q. takes K.R.P.
17. Kt. takes K.Kt.P.	17. Q. takes K.Kt.P.
18. Q. takes P.	18. Q. takes Q.
19. K. takes Q.	19. Q.B. takes P.

20. Q.B.P. one square, having rather the best of the game.

SECOND DEFENCE.

	10. K.B.P. one square.
11. K.Kt. to Q. third.	11. K.Kt. to K.B. second.
12. K.Kt. to K.B. fourth.	12. K.B. to K.R. third.
13. K. to Q. third.	13. K.B. takes Kt.

14. Q.B. takes B. 14. If he play Q.P. one sq., you should play Q.Kt. to B. third; and if he then play Q.B.P. one square, you first take K.Kt., and afterwards Q.P.; therefore,

Q.B.P. one square.

15. K.R.P. two squares. 15. If he play Q.P. two sqs., you take it with K.P., if he then check with Q.B., you play K. to Q.B. third, and if he take Q.B.P. with Q.B., you play Q. to K. square, checking, &c. But if

K.B.P. one square.

16. K.B. takes Kt.+	16. K. takes K.B.
17. Q.Kt. to Q. second.	17. P. takes K.P.+
18. Q.Kt. takes P.	18. Q.P. two squares.
19. Kt. to Q. sixth.+	19. K. to K. second.
20. Q. to K. square.+	20. K. to Q. second.
21. Kt. takes Q.B.	21. K.R. takes Kt.

22. Q. to K. fifth, having a good game.

TWENTY-FOURTH GAME.

White.	Black.
1. *K.P. two squares.*	1. *K.P. two squares.*
2. *K.B.P. two squares.*	2. *K.P. takes P.*
3. *K.Kt. to K.B. third.*	3. *K.Kt.P two squares.*
4. *K.B. to Q.B. fourth.*	4. *K.Kt.P. one square.*
5. *K.Kt. to K. fifth.*	5. *Q. checks.*
6. *K. to K.B. square.*	6. P. to K.B. sixth.

This method of defending the Gambit has been but little analysed by writers on Chess. In Cochrane's Treatise, pages 268 to 276, are a few well-played Variations, most of which will be found in the following pages. Many new Variations were given by me in my SECOND SERIES OF LESSONS, page 219, *et seq.*, published in 1832; since that time I have become acquainted with Ghulam Kassim's work, and am well pleased to find that in some of the modes of play I had hit on the same moves as that eminent player. In my opinion, unless the first player can risk playing the Muzio Gambit, this is the best method of defending the King's Knight's Gambit.

This game admits of great variety, as you may now play one of the following moves, viz.

Q.P. two squares.	
Q. to K. square.	See the Twenty-fifth Game.
K.B. takes P.+	See the Twenty-sixth Game.
K.Kt. takes K.B.P.	See the Twenty-seventh Game.
K.Kt.P. one square.	See the Twenty-eighth Game.
K.Kt.P. takes P.	See the Twenty-ninth Game.

In the present game I shall suppose you to play

7. Q.P. two squares.	7. K.Kt. to K.B. third.

No. I.

8. K.B. takes K.B.P.+	8. K. to K. second.
9. K.B. to Q.B. fourth, or to Q.Kt. third.	9. K.B. to K.Kt. second.

FIRST DEFENCE.

10. Q. to K. square.	10. Q. takes Q.+
11. K. takes Q.	11. P. takes K.Kt.P.
12. K.R. to K.Kt. square.	12. Q.P. one square.
13. K.Kt. to K.B. seventh.	13. K.R. to K.B. square.

In the first place,

14. Q.B. to K.Kt. fifth.	14. Q.B. to K. third.
15. K.B. takes B.	15. K. takes K.B.
16. If you play Kt. to K.R. sixth, he will take K.P. with K.Kt. But if	
Q.B. takes Kt.	16. K. takes B., and will win.

In the second place,

14. K.Kt. to K.R. sixth.	14. K.Kt. takes K.P.
15. If you play K.B. to Q. fifth, he will play Kt. to K.B. third, and afterwards Q.P. or Q.B.P. one sq. But if	
K.R. takes P.	15. Q.B.P. one square.
16. Q.B.P. one square.	16. Q.P. one square.
17. K.B. to K. second.	17. K.B. takes Kt.
18. Q.B. takes B.	18. K.R. to K.B. third.
19. Q.B. to K. third.	19. K.R.P. two squares.

Black has the best of the game.

In the third place,

14. K.Kt. to its fifth.	14. Q.Kt. to Q.B. third.
15. Q.B.P. one square.	15. K.R.P. one square.
16. Kt. to K. sixth.	16. Q.B. takes Kt.
17. Q.P. one square.	17. Q.Kt. to K. fourth, and wins.

In the fourth place,

14. K.P. one square.	14. Kt. to K. fifth.
15. K.Kt. to its fifth.	15. K.Kt. takes Kt.

16. Q.B. takes Kt.+	16. K. to K. square.
17. K.R. takes P.	17. K.R. to K.B. fourth.
18. Q.B. to K.B. sixth.	18. K.B. takes B.
19. P. takes K.B.	19. K.R. takes P.
20. Q.Kt. to Q.B. third.	20. Q.B.P. one square.
21. Kt. to K. fourth.	21. R. to K.Kt. third.
22. K.B. to Q. third.	22. K.R.P. two squares.

Black has the best of the game.

SECOND DEFENCE.

10. K.Kt. to K.B. seventh.	10. K.Kt. takes K.P.

In the first place,

11. Q. to K. square.	11. P. takes K.Kt.P.+
12. K. to K. second.	12. P. takes R. and becomes Q.
13. Q. takes Q.+ a forced won game.	13. K.B. to its third, having

In the second place,

11. Q.B. to K. third.	11. P. takes K.Kt.P.+
12. K. takes P.	12. Q. to K.R. sixth, and wins.

In the third place,

11. K.Kt.P. one square.	11. Q. checks.
12. K. to K. square. wins.	12. Q. to K.Kt. seventh, and

THIRD DEFENCE.

10. K.Kt.P. one square.	10. Q. checks.

11. If you play K. to K. square, he will win by playing Q. to K.Kt. seventh; therefore,

K. to K.B. second.	11. Q. to K.Kt. seventh.+
12. K. to K. third.	12. If your K.B. be at Q.B. fourth square, the following moves should be played:— Q.P. two squares.

13. If you take P. with K.B., he will take K.B. with K.Kt., in order afterwards to play Q.B. to K.B. fourth, threatening checkmate with K.B. But if

K.P. takes P. 13. Q.B. to K.B. fourth.

14. If you check with P., he will take it with Q.B.P., and if you then move Kt. to K.B. seventh, he will play P. to Q. fourth, winning easily; therefore,

K. to K.B. fourth. 14. Q.B. takes Q.B.P., and wins easily.

But if the White K.B. be at Q.Kt. third square, Black must play as follows:—

12. K.B. to K.R. third.+

13. K. to Q. third. 13. K.B. takes Q.B.

14. Q. takes K.B. 14. Q. to K. seventh.+

15. K. to Q.B. third. 15. K.Kt. takes P.+

16. K. to Kt. fourth. 16. Q.Kt. to Q.R. third, checks, and wins easily.

Black might also (supposing White K.B. at Q.B. fourth) check with K.B. at K.R. third, then take Q.B., and afterwards advance Q.Kt.P. two squares, having a forced won game.

FOURTH DEFENCE.

10. K.Kt.P. takes P. 10. Q.P. one square.

In the first place,

11. K.Kt. takes P. 11. Kt. takes K.Kt.

12. P. takes K.Kt. 12. R. to K.B. sq., and wins.

In the second place,

11. K.Kt. to Q. third. 11. K.Kt.P. takes P.

12. Q. takes P. 12. K.R. to K.B. sq., and wins.

In the third place,

11. K.Kt. to K.B. seventh. 11. K.Kt.P. takes P.

12. Q. takes P. 12. Q.B. checks.

13. K. to Kt. square. 13. K.Kt. takes K.P. and wins.

FIFTH DEFENCE.

10. Q.Kt. to Q.B. third. 10. Q.P. one square.

In the first place,

11. K.Kt. to Q. third. 11. K.Kt. to K.R. fourth.
12. If you play Q.B. to K.B. fourth, he will take P. with P., checking, and afterwards check with Q., and then take P. with K.B., and win; therefore,
Q. to K. square. 12. P. takes P.+
13. If you play K. to K. second, he will play K.Kt.P. one square. But if
K. takes P. 13. Q. to K.R. sixth.+
14. K. to K.Kt. square. 14. K.B. takes P.+
15. K.Kt. to K.B. second. 15. K.R. to K.B. square.
16. Q.Kt. to Q. square. 16. K.Kt.P. one sq., and wins.

In the second place,

11. K.Kt. to K.B. seventh. 11. K.R. to K.B. square.
12. Q.B. to K.Kt. fifth. (A.) 12. P. takes K.Kt.P.+
13. K. takes P. 13. Q. to K.R. sixth.+
14. K. to K.Kt. square. 14. Q.B. to K. third.
15. If you take Q.B. with B., he will win by taking K.B. with K. But if
K.P one square. 15. Q.B. takes B.
16. K.P. takes Kt.+ 16. K.B. takes P., and wins.

(A.)

12. K.Kt. to its fifth. 12. K.Kt. to K.R. fourth.
13. Q. to K. square. 13. Q. takes Q.
14. K. takes Q. 14. K.R.P. one square.
15. If you check with Q.Kt., he will play K. to Q. square; and if you then take P. with P., he wins a piece by moving Q.B.P. one square. If you play K.Kt. to K.R. seventh, he will play K.R. to K.R. square. But if
P. takes P. 15. P. takes P., and will afterwards win K.Kt.

No. II.

White.	Black.
1. *K.P. two squares.*	1. *K.P. two squares.*
2. *K.B.P. two squares.*	2. *K.P. takes P.*

3. *K. Kt. to K. B. third.*	3. *K. Kt. P. two squares.*
4. *K. B. to Q. B. fourth.*	4. *K. Kt. P. one square.*
5. *K. Kt. to K. fifth.*	5. *Q. checks.*
6. *K. to K. B. square.*	6. *Gambit P. one square.*
7. *Q. P. two squares.*	7. *K. Kt. to K. B. third.*
8. K. Kt. takes K. B. P.	8. Q. P. two squares.
9. Q. B. to K. Kt. fifth.	9. P. takes P.+
10. K. takes P.	10. Q. to K. R. sixth.+
11. K. to Kt. square.	11. P. takes K. B.

12. If you take Kt. with Q. B., he will play K. R. to K. Kt. square, and afterwards K. Kt. P. one square, and win; therefore,

K. Kt. takes R.	12. K. Kt. P. one square.
13. Q. B. takes Kt.	13. K. B. to K. R. third.

14. If you take P. with P., you will be checkmated by K. B. If you play Q. to K. B. third, he will play Q. B. to K. Kt. fifth, and win. If you play Q. to K. square, he will advance K. Kt. P., and win; therefore,

Q. to K. second.	14. Q. B. to K. Kt. fifth.
15. Q. to K. Kt. second.	15. K. B. checks.
16. K. to K. B. square.	16. Q. B. checks, and wins.

TWENTY-FIFTH GAME.

White.	Black.
1. *K. P. two squares.*	1. *K. P. two squares.*
2. *K. B. P. two squares.*	2. *K. P. takes P.*
3. *K. Kt. to K. B. third.*	3. *K. Kt. P. two squares.*
4. *K. B. to Q. B. fourth.*	4. *K. Kt. P. one square.*
5. *K. Kt. to K. fifth.*	5. *Q. checks.*
6. *K. to K. B. square.*	6. *P. to K. B. sixth.*
7. Q. to K. square.	7. P. takes P.+

In the first place,

8. K. takes P.	8. Q. to K. R. sixth.+
9. K. to K. B. second.	9. K. B. to K. Kt. second.

10. If you remove K.Kt. the check with K.B. will be fatal; therefore,

Q.P. two squares.	10. Q.P. one square.
11. K.B. takes P.+	11. K. to K. second.

12. If you check with Q.B., he will interpose K.B., winning a piece; therefore,

K.B. takes K.Kt.	12. K.R. takes B.
13. K.Kt. to Q.B. fourth.	13. Q. to K.B. sixth.+
14. K. to K.Kt. square.	14. K.B. takes Q.P.+
15. Q.B. to K. third.	15. K.Kt.P. one square.
16. K.R.P. one square.	16. K.Kt.P. one square.
17. K.R. to its second.	17. Q.B. takes K.R.P., and wins easily.

In the second place,

8. K. to K. second.	8. Q. to K.R. sixth.
9. K.R. to K.Kt. square.	9. Q.P. one square, and wins a piece.

TWENTY-SIXTH GAME.

White.	Black.
1. *K.P. two squares.*	1. *K.P. two squares.*
2. *K.B.P. two squares.*	2. *K.P. takes P.*
3. *K.Kt. to K.B. third.*	3. *K.Kt.P. two squares.*
4. *K.B. to Q.B. fourth.*	4. *K.Kt.P. one square.*
5. *K.Kt. to K. fifth.*	5. *Q. checks.*
6. *K. to B. square.*	6. *P. to K.B. sixth.*
7. K.B. takes K.B.P.+	7. K. to K. second.

FIRST DEFENCE.

8. K.B. takes Kt.	8. P. takes K.Kt.P.+
9. K. takes P.	9. Q. to K.R. sixth.+
10. K. to K.B. second.	10. K.R. takes B.

In the first place,

11. Q.P. two squares.	11. Q.P. one square.
12. K.Kt. to Q. third.	12. K.Kt.P. checks, and wins.

In the second place,

11. Q. to K.Kt. square.	11. Q.P. one square.
12. K.Kt. to Q. third.	12. Q. to K.B. sixth.+
13. K. to K. square.	13. Q.Kt. to Q.B. third, and has a fine game.

SECOND DEFENCE.

8. K.Kt.P. one square.	8. Q. checks.
9. K. to B. second.	9. K.Kt. to K.B. third.
10. K.B. to Q.B. fourth, or K.B. to Q.Kt. third.	10. Q.P. one square.

11. If you play Kt. to Q. third, he will take K.P. with K.Kt. If you play K.B. to its square, he plays Q. to K.R. fourth, and afterwards takes K.P. But if

K.Kt. to K.B. seventh.	11. K.Kt. takes P.+
12. K. to K. third.	12. Q.B. to K.B. fourth.

13. If you take K.R. he will win the Queen, or checkmate in three moves if your K.B. be at Q.B. fourth, or in five moves if it be at Q.Kt. third. If you play Q. to K.B. square, he will check with K.B., winning K.Kt. at the least. If you play Q.P. one or two squares, he will also check with K.B. But if

K. to K.B. fourth.	13. K. to K.B. third, winning the Queen at the least.

THIRD DEFENCE.

8. K.Kt.P. takes P.	8. Q.P. one square.
9. K.B. takes Kt.	9. Q.P. takes Kt.
10. K.B. to Q.B. fourth.	10. K.Kt.P. takes P., and has a forced won game, for if you take the Pawn, Q.B. checks and wins.

FOURTH DEFENCE.

8. Q. to K. square. 8. P. takes K.Kt.P.+
9. If you play K. to K. second, he will play Q. to K.R. sixth, and afterwards Q.P. one square; therefore,
K. takes P. 9. Q. to K.R. sixth.+
10. K. to K.B. second. 10. Q.P. one square.
11. K.B. takes Kt. 11. K.R. takes B.
12. K.Kt. removes. 12. P. checks, and wins.

TWENTY-SEVENTH GAME.

White.	Black.
1. *K.P. two squares.*	1. *K.P. two squares.*
2. *K.B.P. two squares.*	2. *K.P. takes P.*
3. *K.Kt. to K.B. third.*	3. *K.Kt.P. two squares.*
4. *K.B. to Q.B. fourth.*	4. *K.Kt.P. one square.*
5. *K.Kt. to K. fifth.*	5. *Q. checks.*
6. *K. to B. square.*	6. *P. to K.B. sixth.*
7. K.Kt. takes K.B.P.	7. K.Kt. to K.B. third.

FIRST DEFENCE.

8. K.Kt. takes R. 8. K.Kt. takes K.P.
9. If you play K.Kt.P. one square, he will check with Q., and afterwards move Q. to K.Kt. seventh, winning easily; therefore,
Q. to K. square. 9. P. takes P.+

In the first place,

10. K. takes P. 10. Q. to K.R. sixth.+
11. K. to Kt. square. 11. K.B. checks.
12. Q.P. two squares. 12. Checkmates in four moves.

In the second place,

10. K. to K. second. 10. Q. to K.R. sixth.
11. If you play K. to Q. square, you will lose the Queen. But i.

R. to K.B. square. 11. If he were to advance the Pawn to Queen, you would take K.B. with K.R., and afterwards take the new Queen; therefore,

P. takes K.R.

12. Q. takes P. 12. Q. takes Q.

13. K. takes Q. 13. Kt. to Q. third, and afterwards K.B. to Kt. second, winning K.Kt.

SECOND DEFENCE.

8. K.Kt.P. takes P. 8. Q.P. two squares.

9. K.Kt. takes R. 9. K.Kt.P. takes P.

10. Q. takes P. 10. Q.B. checks.

11. K. to Kt. square. 11. K.B. checks.

12. Q.P. two squares. 12. K.B. takes P.+

13. Q.B. to K. third. 13. Wins in three moves.

THIRD DEFENCE.

8. If you play Q.Kt. to B. third, he may play either K.R. to Kt. square, or K.Kt. to R. fourth, having a very fine game. But if

K.Kt.P. one square. 8. Q. checks.

9. K. to K.B. second. 9. Q.P. two squares.

10. If you take Q.P. you will lose a piece. If you take K.R. he will take K.P. with K.Kt., winning easily; therefore,

K.B. to K.B. square. 10. K.Kt. takes P.+

In the first place,

11. K. to K. third. 11. Q. to K.R. fourth.

12. K.Kt. takes R. 12. Q. to K.Kt. fourth.+

13. K. to Q. fourth. 13. Checkmates in two moves.

In the second place,

11. K. to K. square. 11 Q. to K.R. fourth.

12. If you play Q.P. one square, he will check with Pawn, and then take Kt. with Q. If

Kt. takes K.R. 12. P. checks.

13. K. to K. second. 13. Q. to K. fourth.

14. Q.P. two squares.	14. Kt. to Q.B. sixth.+
15. K. to Q. third.	15. Q. to K. eighth.
16. Q. to Q. second.	16. K.B. to K.R. third, winning easily.

TWENTY-EIGHTH GAME.

White.	Black.
1. *K.P. two squares.*	1. *K.P. two squares.*
2. *K.B.P. two squares.*	2. *K.P. takes P.*
3. *K.Kt. to K.B. third.*	3. *K.Kt.P. two squares.*
4. *K.B. to Q.B. fourth.*	4. *K.Kt.P. one square.*
5. *K.Kt. to K. fifth.*	5. *Q. checks.*
6. *K. to B. square.*	6. *P. to K.B. sixth.*
7. K.Kt.P. one square.	7. Q. checks.
8. K. to K.B. second.	8. K.Kt. to K.B. third.

9. If you play Q.P. two squares, he will take K.P. with K.Kt., and if you then play K. to K. third, he will advance K.B.P. two squares. If you take K.B.P. with K.B. or K.Kt., see the Second Defence of the Twenty-sixth Game, page 320, or the Third Defence of the Twenty-seventh Game, page 322. But if

FIRST DEFENCE.

Q.P. one square.	9. Q.P. one square.
10. K.Kt. takes K.B.P.	10. Q.P. one square.
11. Kt. takes K.R.	11. Q. to K.Kt. seventh.+
12. K. to K. third.	12. Q.Kt. to Q.B. third.

13. If you play Q.P. one square, he will take K.B., threatening immediate checkmate; the best move is

K.Kt. to K.B. seventh.	13. K. takes K.Kt.
14. K.B. takes P.+	14. K.Kt. takes K.B.+
15. K.P. takes Kt.	15. K.B. to K.R. third.+
16. K. to K. fourth.	16. Checkmates in two moves.

SECOND DEFENCE.

9. Q. Kt. to Q. B. third. 9. Q. to K. Kt. seventh.+
10. K. to K. third. 10. K. B. to K. R. third.+
11. If you play K. to Q. fourth, he will play Q. P. one square, winning a piece, for if you take K. B. P. with K. Kt., he will checkmate you in three moves; therefore,
K. to Q. third. 11. He may play either Q. P. one square, and if you take K. B. P. with K. Kt., he will play Q. Kt. to Q. B. third, and win, or he may at once play Q. Kt. to Q. B. third; the former mode of play is given in Ghulam Kassim's work. I shall suppose him to play
Q. Kt. to Q. B. third.

In the first place,

12. K. Kt. takes K. B. P. 12. Q. Kt. to its fifth.+
13. K. to Q. fourth. 13. Q. to K. B. seventh.+
14. K. to K. fifth. 14. Q. to Q. B. fourth.+
15. If you interpose Q. Kt., he will take K. Kt. If you interpose K. B., he takes it with Q. Kt.; therefore,
K. takes Kt. 15. Q. to K. second.+
16. K. to K. B. fifth. 16. Q. P. two sqs., checkmate.

In the second place,

12. K. B. takes K. B. P.+ 12. K. to K. second.
13. Kt. takes Q. Kt.+ 13. Q. P. takes Kt.
14. K. B. to Q. Kt. third. 14. Q. Kt. P. two squares.
15. Q. Kt. to its square. 15. K. R. checks.
16. K. to Q. B. third. 16. Kt. takes K. P.+.
17. K. to Q. Kt. fourth. 17. Wins in three moves.

In the third place,

12. K. Kt. takes Kt. 12. Q. P. takes Kt.
13. If you play K. R. to K. Kt. square, he will play Q. to K. B. seventh. But if

No. I.

Q. to K. Kt. square.	13. Q. Kt. P. two squares.
14. K. B. to Q. Kt. third.	14. Q. Kt. P. one square.

15. You must lose Q. Kt., for if you remove it, he will checkmate in three moves.

No. II.

13. Q. to K. B. square.	13. Q. Kt. P. two squares.
14. K. B. to Q. Kt. third.	14. Q. Kt. P. one square.
15. Kt. to Q. R. fourth. (A.)	15. Q. B. checks.
16. Q. B. P. two squares.	16. P. takes P. *en passant.*+
17. K. B. to Q. B. fourth.	17. Q. B. takes B.+
18. K. takes Q. B.	18. P. takes Q. P.
19. Q. B. takes P.	19. Q. takes Q. B., and wins easily.

(A.)

15. Q. Kt. to its square.	15. Q. B. checks.
16. Q. B. P. two squares.	16. P. takes P. *en passant.*+
17. K. B. to Q. B. fourth.	17. Q. takes Q.+
18. K. R. takes Q.	18. P. takes Q. P.
19. Q. B. takes P.	19. Q. R. checks.
20. K. to Q. B. second.	20. Q. B. takes K. B.
21. Q. B. takes K. B.	21. Q. B. takes R.
22. B. to K. Kt. seventh.	22. K. to K. second, and wins easily.

No. III.

13. Q. R. P. two squares.	13. K. castles.

14. If you play K. to Q. fourth, he will check with Q., and win easily. If you remove Q. Kt., he checks with K. R., and afterwards takes K. P., &c. If you play

K. B. to Q. R. second.	14. K. R. checks.
15. K. to Q. B. fourth.	15. Q. B. checks.
16. K. to Q. Kt. fourth.	16. Wins in three moves.

THIRD DEFENCE.

White.	Black.
1. *K. P. two squares.*	1. *K. P. two squares.*
2. *K. B. P. two squares.*	2. *K. P. takes P.*
3. *K. Kt. to B. third.*	3. *K. Kt. P. two squares.*
4. *K. B. to Q. B. fourth.*	4. *K. Kt. P. one square.*
5. *K. Kt. to K. fifth.*	5. *Q. checks.*
6. *K. to K. B. square.*	6. *Gambit P. one square.*
7. *K. Kt. P. one square.*	7. *Q. checks.*
8. *K. to K. B. second.*	8. *K. Kt. to K. B. third.*
9. K. to K. third.	9. K. B. to K. R. third.+

In the first place,

10. K. to Q. third.	10. Q. P. one square.
11. Kt. takes K. B. P.	11. Q. P. one square.
12. K. B. takes Q. P.	12. Kt. takes K. B.

13. If you take K. R., he will play Q. to K. R. fourth, and you cannot take K. Kt. without losing; therefore,

K. Kt. takes K. B.	13. K. Kt. to Q. Kt. fifth.+
14. K. to Q. B. fourth.	14. Q. takes Kt.
15. K. takes Kt.	15. Q. Kt. to R. third.+
16. K. to Q. B. third.	16. Q. to Q. B. third.+
17. K. to Q. third.	17. Q. Kt. to its fifth.+
18. K. to K. third.	18. Kt. takes Q. B. P., checks, and afterwards takes Q. R., and wins.

In the second place,

10. K. to Q. fourth.	10. Q. P. one square.

11. If you play K. Kt. to Q. third, he will check with Q. Kt., and afterwards take K. P., having very much the best of the game; therefore,

K. Kt. takes K. B. P.	11. Q. Kt. P. two squares.

12. If you take K. B., or play K. B. to Q. Kt. third, you will lose a piece; therefore,

K. Kt. takes K. R. (A.)	12. Q. Kt. checks.

13. If you play K. to Q. B. third, he will checkmate you in three moves; therefore,

K. to Q. third.	13. P. takes K.B.+
14. K. takes P.	14. Q.R. to Q. Kt. square, winning the Queen at the least.

(A.)

12. K.B. to Q. fifth.	12. K.Kt. takes B.

FIRST DEFENCE.

13. Kt. takes K.B.	13. Q.B.P. checks.
14. If you take Kt., he will checkmate you in two moves; therefore,	
K. to Q. third.	14. Kt. to Q.Kt. fifth.+
15. K. removes.	15. Q. takes Kt., and wins.

SECOND DEFENCE.

13. Kt. takes K.R.	13. Q.Kt. to B. third.+
14. K. takes Kt.	14. Wins in three moves.

THIRD DEFENCE.

13. P. takes Kt.	13. K. takes Kt.
14. K. to Q.B. third.	14. Q. to K.R. fourth, and having gained a piece ought to win.

TWENTY-NINTH GAME.

White.	Black.
1. *K.P. two squares.*	1. *K.P. two squares.*
2. *K.B.P. two squares.*	2. *K.P. takes P.*
3. *K.Kt. to B. third.*	3. *K.Kt.P. two squares.*
4. *K.B. to Q.B. fourth.*	4. *K.Kt.P. one square.*
5. *K.Kt. to K. fifth.*	5. *Q. checks.*
6. *K. to K.B. square.*	6. *Gambit P. one square.*
7. K.Kt.P. takes P.	7. K.Kt. to K.B. third.

FIRST DEFENCE.

8. K.B. takes K.B.P.+ 8. K. to K. second.
9. If you play K.B. to Q.Kt. third, in order afterwards to play K.Kt. to Q.B. fourth, he would take P. with P., winning easily; therefore,
K.B. to Q.B. fourth. 9. Q.P. one square.

In the first place,

10. K.Kt. to K.B. seventh. 10. P. takes P., and wins, for if you take K.R., he will give checkmate in two moves. If you play Q. to K. square, he wins in three moves. If you play K.R.P. one square, you lose in six moves. Finally, if you take P. with Q., you will lose the Queen at the least.

In the second place,

10. Kt. takes K.Kt.P. 10. Kt. takes Kt.
11. P. takes Kt. 11. K.B. to K.Kt. second.
12. If you play K.B. to K. second, you will be checkmated in four moves. If you play K. to Kt. second, he will take P. with Q.B. If you move Q., or K.R., he wins easily by playing R. to K.B. square. But suppose
K.R.P. one square. 12. K.R. checks.
13. K. to K. second. 13. Wins in three moves.

In the third place,

10. K.Kt. to Q. third. 10. P. takes P.
11. Q. takes P. (A.) 11. Q.P. one square.
12. K.B. takes P. 12. Kt. takes B.
13. P. takes Kt. 13. Q.B. checks.
14. K. to Kt. square. 14. K.R. checks, and wins.

(A.)

11. K.Kt. to B. second. 11. Q.B. checks.
12. If you play K. to K. square, he ought to play Q.B. to K.Kt. seventh, and then K.Kt. to its fifth. But if
Kt. takes B. 12. Q. takes Kt.+
13. K. to K. square. 13. Kt. takes K.P., and wins.

SECOND DEFENCE.

8. Kt. takes K.B.P. 8. Q.P. two squares.
9. If you take Q.P. with K.B., he will take your Pawn with his. But if
K.Kt. takes R. 9. K.Kt.P. takes P.
10. Q. takes P. 10. Q.B. checks.
11. K. to Kt. square. 11. K.B. checks.
12. Q.P. two squares. 12. K.B. takes P.+
13. Q.B. to K. third. 13. Q. to K. eighth, and wins.

THIRD DEFENCE.

8. K.Kt. takes K.Kt.P. 8. Kt. takes Kt.
9. P. takes Kt. 9. Q.P. two squares.

In the first place,

10. K.B. takes P. 10. Q.B. takes P.
11. Q. to K. square. 11. Q. to K.R. sixth.+
12. K. to B. second. 12. K.B. checks.
13. Q.P. two squares. 13. K.B. takes P.+
14. Q.B. to K. third. 14. Checkmates in four moves.

In the second place,

10. P. takes Q.P. 10. Q. to K.R. sixth.+
11. If you play K. to K. square, he will take P. with Q.B., winning the Queen at the least. If you play K. to Kt. square, he wins easily by playing K.R. to Kt. square; therefore,
K. to B. second. 11. K.B. to K. second.
12. If you play K.Kt.P. you lose K.B. If you play Q. to K. square, or to K. second, he will play K. to Q. square, in order to check with K.B. If you play Q. to K.B. square, he checks with K.B. at K.R. fifth; and on your playing K. to Kt. square, he takes K.Kt.P. with Q., winning your Q. at the least; therefore,
Q to K.B. third. (B.) 12. K.B. to Q.B. fourth.+
13. Q.P. two squares. 13. K.B. takes P.+
14. Q.B. to K. third. 14. Q. takes Q.+

15. K. takes Q.	15. B. takes Q.Kt.P.
16. Q.Kt. to Q. second.	16. B. takes Q.R.
17. K.R. takes B.	17. K.R.P. two sqrs., having the best of the game.

(B.)

12. K.B. to K. second.	12. K.B. to K.R. fifth.+
13. K. to Kt. square.	13. Q.B. takes P.
14. B. takes B., or Q. to K.B. square.	14. K.R. to Kt. sq., and wins.

In the third place,

10. K.B. to K. second.	10. K.R. to K.Kt. square.
11. K.R. to K.Kt. sq. (C.) (D.)	11. Q. to K.R. sixth.+
12. K.R. to K.Kt. second.	12. K.R.P. two squares.
13. Q.P. two squares. (E.)	13. Q.B. takes P.
14. K.B. takes B.	14. K.R. takes B.
15. Q. to K. second.	15. Q.P. takes P.
16. K. to K.Kt. square.	16. B. to K.Kt. second.
17. Q.B.P. one square.	17. Q.Kt. to Q.B. third.
18. K.R. takes R.	18. P. takes K.R.
19. Q. takes K.P.+	19. K. to K.B. square.
20. Q. to K.Kt. second.	20. Q. to Q. sixth.
21. Q. to K.B. square.	21. Q. to K.Kt. third.
22. Q.B. to K. third. (F.)	22. Q.R. to K. square.
23. Q.B. to K.B. second.	23. K.Kt.P. one square.
24. K.R.P. takes P.	24. Q.Kt. takes Q.P.

25. If you take Kt. with B., he will retake with K.B., checking, and on your taking B. with Q.B.P., he will take P. with Q., checking, and then play R. to K. fourth; therefore,

P. takes Q.Kt.	25. K.B. takes P.

26. If you take B. with B., he will take P. with Q., checking, and afterwards play K.R. to K. eighth, winning easily; therefore,

K. to R. second.	26. Q. to K.R. fourth.+
27. K. to Kt. square.	27. Q. to K.B. sixth.
28. Kt. to Q.B. third.	28. Q. takes K.Kt.P.+

29. Q. interposes. 29. B. takes B.+
30. K. to K.B. square. 30. Q. takes Q.+.
31. K. takes Q. 31. B. to Q. fifth.
32. Kt. to Q.Kt. fifth. 32. B. to Q.Kt. third, and will win.

(C.)

1. *K.P. two squares.* 1. *K.P. two squares.*
2. *K.B.P. two squares.* 2. *K.P. takes P.*
3. *K.Kt. to K.B. third.* 3. *K.Kt.P. two squares.*
4. *K.B. to Q.B. fourth.* 4. *K.Kt.P. one square.*
5. *K.Kt. to K. fifth.* 5. *Q. checks.*
6. *K. to K.B. square.* 6. *P. to K.B. sixth.*
7. *K.Kt.P. takes P.* 7. *K.Kt. to K.B. third.*
8. *K.Kt. takes K.Kt.P.* 8. *Kt. takes Kt.*
9. *P. takes Kt.* 9. *Q.P. two squares.*
10. *K.B. to K. second.* 10. *K.R. to K.Kt. square.*
11. K.R.P. one square. (D.) 11. Q. to K.B. third.+
12. K. to K. square. 12. K.B. to Q. third.
13. Q.P. one square. 13. K.B. to K.Kt. sixth.+
14. K. to Q. second. 14. Q. to K.R. third.+
15. K. to Q.B. third. 15. Q.P. checks, and wins easily.

(D.)

11. Q.P. one square. 11. K.R. takes K.Kt.P.
12. K.B. takes R. 12. Q.B. takes B.
13. If you play Q. to K. square, he will check with Q. at K.R. sixth, and on your playing, as your best move, K. to K.B. second, he checks with Q. at K.B. sixth, and afterwards with K.B.; therefore,
Q. to Q. second. 13. Q. to K.R. sixth.+
14. If you interpose you will lose Q. If you play K. to Kt. square, he will check with K.B.; therefore,
K. to K. square. 14. K.B. to K. second.
15. If you play Q. to K. third, he will play Q. to K.Kt. seventh. But if

K.R. to K.Kt. square.	15. K.B. checks.
16. K.R. interposes.	16. K.B. takes R.+
17. P. takes K.B.	17. Q. to K.R. eighth.+
18. K. to K.B. second.	18. Q. to K.R. seventh.+

19. If you play K. to K.B. square, he will checkmate in three moves; therefore,

K. to K. third.	19. Q. takes P.+
20. K. to Q. fourth.	20. Q.Kt. checks, and wins easily.

(E.)

1. *K.P. two squares.*	1. *K.P. two squares.*
2. *K.B.P. two squares.*	2. *K.P. takes P.*
3. *K.Kt. to K.B. third.*	3. *K.Kt.P. two squares.*
4. *K.B. to Q.B. fourth.*	4. *K.Kt.P. one square.*
5. *K.Kt. to K. fifth.*	5. *Q. checks.*
6. *K. to K.B. square.*	6. *P. to K.B. sixth.*
7. *K.Kt.P. takes P.*	7. *K.Kt. to K.B. third.*
8. *K.Kt. takes K.Kt.P.*	8. *Kt. takes Kt.*
9. *P. takes Kt.*	9. *Q.P. two squares.*
10. *K.B. to K. second.*	10. *K.R. to K.Kt. square.*
11. *K.R. to K.Kt. square.*	11. *Q. to K.R. sixth.*+
12. *K.R. to K.Kt. second.*	12. *K.R.P. two squares.*
13. Q. to K. square.	13. Q.B. takes P.
14. K.B. takes B.	14. K.R. takes B.
15. K.P. takes P.+	15. K.B. to K. second.
16. Q. to K. second.	16. Q.Kt. to Q. second.
17. K. to K.Kt. square.	17. K. castles.
18. K.R. takes R.	18. P. takes K.R.

In the first place,

19. Q.P. two squares.	19. K.B. to Q. third.
20. Q.Kt. to Q. second.	20. R. to K.R. square.
21. Kt. to K.B. square.	21. K.Kt.P. one square.

No. I.

22. Q. to K.Kt. second.	22. P. takes K.R.P.+
23. K. to K.R. square.	23. Q. takes Q.+
24. K. takes Q.	24. P. becomes Q., and wins.

No. II.

22. P. takes P.	22. Q. to K.R. eighth.+
23. K. to K.B. second.	23. K.B. takes P.+
24. K. takes B.	24. R. to K.Kt. square.+
25. K. to K.B. fourth.	25. Q. to K.R. fifth.+
26. K. to K.B. third. and wins the Queen.	26. Q. to K.R. fourth, checks,

No. III.

22. Q.B. to K.Kt. fifth.	22. K.Kt.P. one square.
23. Q. takes P.	23. Q. takes Q.+
24. K. takes Q. wins Q.B.	24. R. to K.Kt. square, and

In the second place,

19. Q. takes K.B.	19. K.Kt.P. one square.
20. P. takes P.	20. Q. takes P.+
21. K. to K.B. square.	21. Q. to K.B. sixth.+
22. K. to K. square. winning the Queen.	22. Kt. to K.B. third, win-

(F.)

22. Q.B. to Q. second.	22. R. to K. square.
23. Kt. to Q.R. third.	23. Kt. takes Q.P.
24. P. takes Kt.	24. K.B. takes P.+
25. K. to K.R. square.	25. Q. to K. fifth.+
26. Q. to K.Kt. second.	26. Q. takes Q.+
27. K. takes Q. and will win.	27. R. to K. seventh, checks,

This *Third Defence* is chiefly taken from Ghulam Kassim's work.

FOURTH DEFENCE.

White.	Black.
1. *K.P. two squares.*	1. *K.P. two squares.*
2. *K.B.P. two squares.*	2. *K.P. takes P.*

3. *K. Kt. to B. third.* 3. *K. Kt. P. two squares.*
4. *K. B. to Q. B. fourth.* 4. *K. Kt. P. one square.*
5. *K. Kt. to K. fifth.* 5. *Q. checks.*
6. *K. to B. square.* 6. *P. to K. B. sixth.*
7. *P. takes P.* 7. *K. Kt. to B. third.*
8. Q. to K. square. 8. Q. to K. R. sixth.+
9. If you move K. to Kt. square, he will win K. Kt. by checking with K. B. If you play K. to B. second, he will also check with K. B., and on your playing K. to K. second, he will play Q. P. one square, winning K. Kt. at the least; therefore,
K. to K. second. 9. Q. P. one square.
10. Kt. takes K. Kt. P. 10. K. Kt. takes Kt.
11. P. takes K. Kt. 11. Q. B. takes P.+
12. K. to B. second. 12. K. B. to K. second.
13. If you play K. to Kt. square, he will move Q. B. to K. B. sixth, &c. But if
Q. to K. third. 13. K. B. checks.
14. K. to Kt. square. 14. Q. B. to K. B. sixth, and wins easily.

FIFTH DEFENCE.

8. Q. to K. second. 8. Q. P. one square.
9. K. Kt. takes K. Kt. P. 9. K. Kt. takes Kt.
10. P. takes K. Kt. 10. Q. B. takes P.
11. If you play Q. to K. third, he will check with Q. B., and then move K. B. to K. R. third, or K. R. to K. Kt. square. But if
Q. to K. B. second. 11. Q. B. to K. R. sixth.+
12. K. to K. square. 12. Q. takes P.+
13. Q. to K. second. 13. Q. takes Q.
14. K. takes Q. 14. Q. Kt. to Q. B. third, having a Pawn more, and a good position.

SIXTH DEFENCE.

8. K. R. P. one square. 8. P. takes K. R. P.
9. If you take P. with K. B., checking, he will play K. to

K. second; and on the removal of your Bishop, he will play Q. to K. Kt. sixth. But suppose you play

In the first place,

K. Kt. to its fourth.	9. Kt. takes Kt.
10. P. takes Kt.	10. Q. to K. Kt. sixth.

11. If you play K. R. to K. Kt. square, he will check with Q. at K. B. fifth, and if you play K. to K. second, he will play Q. P. two squares; but if you play K. to K. square, he may play K. B. to K. second, having every way the best of the game.

In the second place,

9. Q. P. two squares.	9. Q. P. one square.
10. K. Kt. to Q. third.	10. Kt. to K. R. fourth.
11. Q. to K. square.	11. K. Kt. checks.
12. K. to Kt. square.	12. R. to K. Kt. square.
13. K. to R. second square.	13. Kt. to K. seventh, and wins.

In the third place,

9. Q. to K. square.	9. Q. to K. Kt. fourth.
10. K. Kt. to its fourth.	10. Kt. takes Kt.
11. P. takes Kt.	11. Q. takes P.

12. If you play K. R. to K. Kt. square, he will check with Q. at K. B. sixth, then exchange Queens, and afterwards play K. B. to Q. B. fourth. If you play R. to K. R. second, he will play K. R. to Kt. square; and on your playing K. R. to B. second, he will advance P. to K. R. seventh. But suppose

Q. to K. second.	12. K. R. P. two squares.
13. Q. Kt. to Q. B. third.	13. K. R. to Kt. square.
14. Q. takes Q. (A.)	14. P. takes Q.
15. Kt. to Q. fifth.	15. K. to Q. square.
16. Q. P. two squares.	16. Q. B. P. one square.
17. Kt. to K. B. sixth.	17. K. R. to Kt. third.
18. K. P. one square.	18. Q. P. two squares.
19. K. B. to Q. third.	19. K. Kt. P. one sq., and wins.

(A.)

14. K. to K. square. 14. K.B. to K. second.
15. If you play K.R. to K.B. square, he will check with Q. at K.R. fifth, and on your playing Q. to K.B. second, as the best move, he will play K.R. to Kt. seventh, having a very fine game. But if
Q.Kt. to Q. fifth. 15. Q. to K.R. fifth.+
16. If you play K. to B. square, he wins by playing Q. to K.Kt. sixth. If you interpose Q., he will take K.P.; therefore,
K. to Q square. 16. Q.B.P. one square.
17. Kt. to Q.B. seventh.+ 17. K. to Q. square.
18. Kt. takes Q.R. 18. Q.P. two squares.
19. Q. to K. square. 19. Q.P. takes B.
20. Q. takes Q. 20. B. takes Q.
21. Q.P. two squares. 21. Q.B. checks.
22. K. to Q. second. 22. K.B. to K.Kt. sixth.
23. K. to Q.B. third. 23. P. to K.R. seventh.
24. B. to K. third. 24. Q.B. to K.B. sixth, and wins.

In the fourth place,

9. K.Kt. takes K.B.P. 9. Q.P. two squares.
10. If you take K.R., he will take K.B., secure of gaining K.Kt., besides having a strong attack. But if
K.B. takes P. 10. Kt. takes K.B.
11. Kt. takes K.R. 11. Q. to K.Kt. sixth.
12. If you play Q. to K. second, he will move Kt. to K.B. fifth, and on your playing Q. to K.B. second, he will check with Q. at K. Kt. seventh, winning K.R. and the game; therefore,
R. to K.Kt. square. 12. P. to K.R. seventh.
13. R. takes Q. 13. P. becomes Q.+
14. R. to K.Kt. square. 14. Q.B. checks.
15. K. to K. second. 15. Q. to K.R. seventh.+
16. K. to Q. third. 16. Kt. to K.B. fifth.+
17. K. to K. third. 17. He may check with K.B.,

and, on your interposing Q.P., take it, winning K.R.; or he may play

	Q.Kt. to B. third.
18. Q.B.P. one square.	18. K. B. checks.
19. Q.P. two squares.	19. K. castles.
20. Kt. to K.B. seventh.	20. R. takes Q.P., and wins.

SALVIO GAMBIT.

THIS peculiar Gambit was first published in SALVIO'S valuable TREATISE ON CHESS in 1604. Salvio was not the inventor of it, as he states that he first saw it noticed in a Portuguese work. I know not the work to which he refers.

This Gambit varies from the common King's Gambit on the sixth move of the second player, where, instead of moving the Gambit Pawn one square, or playing K. Kt. to K. R. third, to defend K. B. P., which are the usual moves, he plays K. Kt. to K. B. third square, leaving the K. B. P. undefended.

The move is ingenious, and may be played with advantage when the player receives the odds of a piece.

FIRST GAME.

White.	Black.
1. *K. P. two squares.*	1. *K. P. two squares.*
2. *K. B. P. two squares.*	2. *K. P. takes P.*
3. *K. Kt. to K. B. third.*	3. *K. Kt. P. two squares.*
4. *K. B. to Q. B. fourth.*	4. *K. Kt. P. one square.*
5. *K. Kt. to K. fifth.*	5. *Q. checks.*
6. *K. to K. B. square.*	6. K. Kt. to K. B. third.

7. If you take K. B. P. with K. Kt., he will play Q. P. two squares, winning two pieces for a Rook. The best move is to play Q. to K. square. But suppose you play

K.B. takes K.B.P.+ 7. K. to K. second; as he may play K. to Q. square, there will be a Variation on this move.

8. K.B. to Q.Kt. third. 8. Q.P. one square.
9. K.Kt. to Q. third. 9. K.Kt. to K.R. fourth.
10. Q. to K. square. 10. K.Kt.P. one square.
11. K. to K.Kt. square. 11. K.B. to K.Kt. second.
12. Q.B.P. one square. 12. Q. to K.Kt fourth.

Black has a better position than the White.

VARIATION,

BEGINNING AT THE SEVENTH MOVE OF THE BLACK.

7. K. to Q. square; this is not so good a move as K. to K. second, because it does not compel the adversary to move K.B., but, like many other bad moves, it ceases to be so if not properly taken advantage of.

FIRST METHOD.

8. You ought not to remove K.B., but should play as below. But suppose
K.B. to Q.Kt. third. 8. K.Kt. to K.R. fourth.
9. If you take K.Kt.P. with Q., or with K.Kt., he will win by checking with K.Kt., &c.; therefore,
K.Kt. to K.B. seventh.+ 9. K. to K. square.
10. K.Kt. takes K.R. (A.) 10. K.Kt. to its sixth.+
11. K. to K.Kt. square. 11. K.B. checks.
12. Q.P. two squares. 12. K.B. takes Q.P.+
13. Q. takes B. 13. Kt. checks K. and Q.

(A.)

10. Q.P. two squares. 10. K.Kt. to its sixth.+

FIRST DEFENCE.

11. K.R.P. takes Kt. 11. Q. takes K.R.+
12. K. to K. second. 12. Q. takes P.+

13. If you play K. to Q. third, he will take K. Kt. P., and if you then move K. to Q. B. fourth, he will take Kt. with K.; therefore,

K. to K. square.	13. Q. to K. Kt. eighth.+
14. K. to K. second.	14. P. checks.
15. K. to Q. second.	15. Q. takes Q. P.+
16. K. to K. square.	16. P. checks.
17. K. to K. second.	17. Q. takes K. P.+

18. If you take P., he will check with K. B., and win easily; therefore,

K. to K. B. square.	18. Q. to K. R. eighth.+
19. K. to K. second.	19. Q. to K. B. sixth, checks, and wins.

SECOND DEFENCE.

11. K. to K. Kt. square.	11. Kt. takes K. R.
12. K. takes Kt.	12. K. Kt. P. one square.

In the first place,

13. K. R. P. one square.	13. Q. P. two squares.

14. If you take Q. P., he will win easily by taking K. R. P. with Q. B. But if

Q. to K. B. third.	14. Q. B. takes K. R. P.
15. P. takes Q. B.	15. Q. takes P.+
16. K. to Kt. square.	16. Q. to K. R. seventh.+
17. K. to K. B. square.	17. K. R. to K. Kt. square.
18. Q. to K. Kt. second.	18. P. to K. B. sixth, and wins.

In the second place,

13. Q. to K. Kt. square.	13. K. B. to K. Kt. second.
14. Q. B. P. one square.	14. K. R. to K. B. square.
15. K. Kt. to K. fifth.	15. K. B. takes Kt.
16. Q. P. takes B.	16. Q. Kt. to Q. B. third, and has the best of the game.

SECOND METHOD.

8. K. B. to Q. B. fourth.	8. K. Kt. to K. R. fourth.
9. K. Kt. to K. B. seventh.+	9. K. to K. square.
10. Kt. takes K. R.	10. K. Kt. to its sixth.+

In the first place,

11. K.R.P. takes Kt. 11. Q. takes K.R.+
12. K. to K. second. 12. P. checks.
13. P. takes P. 13. P. takes P.+
14. Must lose the Queen.

In the second place,

11. K. to K.Kt. square. 11. K.B. to K.Kt. second.
12. Q.P. two squares. 12. Kt. takes K.R.
13. K. takes Kt. 13. K.Kt.P. one square.
14. K.R.P. one square. 14. Q.P. one square; if he were to play this Pawn two squares, you might take it with K.B., and if he then took K.R.P. with Q.B. you check with K.B. at its seventh, and afterwards play Q. to K.R. fifth, &c.
15. If you play K.Kt. to K.B. seventh, he will take K.R.P. with Q.B., and win. You should play K.B. to its seventh.+ 15. K. to K.B. square.
16. Q. to K.R. fifth. 16. Q. takes Q.
17. K.B. takes Q. 17. K.B. takes Kt.
18. Q.B.P. one square, and will afterwards win the Gambit Pawn, and have the best of the game.

THIRD METHOD.

8. Q.P. two squares.

In the first place,

8. K.Kt. takes K.P.
9. Q. to K. square; it would be bad play to move Q. to K. second. See Variation (A.)
9. If he check with Kt. at its sixth, you should play K. to K.Kt. square; but if Q. takes Q.
10. K. takes Q. 10. Q.P. one square.
11. K.Kt. to Q. third. 11. K.B. to K.Kt. second.
12. Q.B.P. one square. 12. K.R. to K.B. square.
13. K.B. to Q. fifth, and will afterwards win the Gambit Pawn.

(A.)

9. Q. to K. second. 9. K.Kt. to its sixth.+
10. P. takes K.Kt. 10. Q. takes R.+
11. K. to K.B. second. 11. P. takes P.+
12. K. takes P. 12. If he take Q.B., you will checkmate him in two moves; therefore,
K.B. to K. second, and has the best of the game.

In the second place,

8. Q.P. one square.
9. K.Kt. to Q. third. 9. P. to K.B. sixth.
10. K.Kt. to K.B. second. 10. P. takes P.+
11. K. takes P., and has the best of the game.

In the third place,

8. P. to K.B. sixth.
9. If you play K.Kt.P. one square, he will check with Q., and have a fine game. It is better to play
Q.Kt. to Q.B. third. 9. Q.P. one square.
10. K.Kt. to Q. third. 10. P. takes K.Kt.P.+
11. K. takes P. 11. Q. to K.R. sixth.+
12. If you play K. to K.B. second, he will check with K.Kt.P., in order, on your taking it, to check with K.Kt. which would give him the best of the game; therefore,
K. to K.Kt. square. 12. K.B. to K.R. third.

There is not much difference in the game.

SECOND GAME.

White.	Black.
1. *K.P. two squares.*	1. *K.P. two squares.*
2. *K.B.P. two squares.*	2. *K.P. takes P.*
3. *K.Kt. to K.B. third.*	3. *K.Kt.P. two squares.*

4. *K.B. to Q.B. fourth.* 4. *K.Kt.P. one square.*
5. *K.Kt. to K. fifth.* 5. *Q. checks.*
6. *K. to K.B. square.* 6. *K.Kt. to K.B. third.*
7. Q. to K. square. 7. If he play Q. to K.Kt. fourth, or to K.R. third, you take K.B.P. with K.Kt. If he play K.Kt.P. one square, you take K.B.P. with K.B., and afterwards play K.Kt. to K.B. third; therefore,

Q. takes Q.

8. K. takes Q. 8. If he play Q.P. one sq., you take K.B.P. with K.Kt.; and if he move K.R. to K.Kt. square, you take Q.P., checking, and then take K.R. with K.B. But if

K.Kt. takes P.

9. K.B. takes P.+ 9. K. to K. second.

In the first place,

10. K.B. to Q.Kt. third. 10. K.Kt. to K.B. third.
11. Q.P. two squares. 11. Q.P. one square.
12. K.Kt. to Q. third. 12. P. to K.B. sixth.
13. K.Kt.P. takes P. 13. P. takes P.
14. K. to K.B. second.

The game is nearly equal, as Black cannot long defend the Pawn at K.B. sixth.

In the second place,

10. K.B. to K.R. fifth. 10. If he advance the Gambit Pawn, you should play K.Kt.P. one square. But if

K.Kt.P. one square.

11. K.R.P. one square. 11. Q.P. one square.
12. K.Kt. to Q. third. 12. K.B. to K.R. third.
13. Q.Kt. to Q.B. third. 13. K.Kt. to K.B. third.
14. K.B. to its third. 14. Q.B.P. one square.
15. Q.Kt. to K. second, recovers the Pawn, with a better position.

CUNNINGHAM GAMBIT,

OR,

THE THREE PAWNS' GAMBIT OF CAPTAIN BERTIN.

FIRST GAME.

White.	Black.
1. *K. P. two squares.*	1. *K. P. two squares.*
2. *K. B. P. two squares.*	2. *K. P. takes P.*
3. *K. Kt. to K. B. third.*	3. K. B. to K. second.
4. K. B. to Q. B. fourth.	4. K. B. checks.
5. The best move is to play K. to B. square; see the Third Game. But suppose K. Kt. P. one square.	5. P. takes K. Kt. P.
6. K. castles.	6. P. takes K. R. P.+
7. K. to K. R. square.	

FIRST DEFENCE.

	7. K. B. to K. second.
8. K. B. takes K. B. P.+	

In the first place,

	8. K. takes B.
9. K. Kt. to K. fifth.++	9. If he play K. to K. square, he loses the Queen; therefore, K. to K. third.

10. Q. to K.Kt. fourth.+ 10. K. takes Kt.
11. Q. to K.B. fifth.+ 11. K. to Q. third or fifth.
12. Q. checkmates.

In the second place,

8. K. to K.B. square.
9. K.Kt. to K. fifth. 9. K.Kt. to K.B. third.
10. K.B. to Q.Kt. third. 10. Q. to K. square.
11. K.Kt. to K.B. seventh. 11. K.R. to K.Kt. square.
12. K.P. one square. 12. Q.P. two squares.
13. P. takes K.Kt. 13. P. takes P.
14. K.B. takes Q.P., and you have evidently the best of the game.

SECOND DEFENCE.

7. K.B. to K.B. third.
8. You might, against an inferior player, move K.Kt. to K. fifth, and if he took K.Kt., play Q. to K.R. fifth, &c.; but it is better to play
K.P. one square. 8. Q.P. two squares.
9. P. takes K.B. 9. K.Kt. takes P.
10. K.B. to Q.Kt. third. 10. Q.B. to K. third.
11. Q.P. two squares. 11. K.Kt. to K. fifth.
12. Q.B. to K.B. fourth. 12. K.B.P. two squares.
13. Q.Kt. to Q. second, and will afterwards win P. at K.R. second, with a game at least equal to his adversary's.

THIRD DEFENCE.

7. Q. to K. second.
8. Q.Kt. to Q.B. third. 8. Q.B.P. one square.
9. Q.P. two squares. 9. Q.P. one square.
10. K.Kt. takes K.B. 10. Q. takes K.Kt.
11. K.B. takes K.B.P.+ 11. K. to Q. square.
12. Q. to K.B. third. 12. K.Kt. to K.B. third.
13. K.P. one square, and you have a good attack.

SECOND GAME.

White.	Black.
1. *K. P. two squares.*	1. *K. P. two squares.*
2. *K. B. P. two squares.*	2. *K. P. takes P.*
3. *K. Kt. to K. B. third.*	3. *K. B. to K. second.*
4. *K. B. to Q. B. fourth.*	4. *K. B. checks.*
5. *K. Kt. P. one square.*	5. *P. takes P.*
6. *K. castles.*	6. *P. takes P.*+
7. *K. to K. R. square.*	7. Q. P. two squares.

8. If you take P. with P., he will play K. B. to K. second; therefore,

K. B. takes P.	8. K. Kt. to K. B. third.

In the first place,

9. K. B. takes K. B. P.+	9. K. takes K. B.
10. K. Kt. takes K. B.	10. K. R. to K. B. square.

11. You cannot gain a piece by advancing K. P. one square, because he would check with Q. at Q. fourth, compelling you to interpose K. Kt.; he would then remove K. Kt., &c.; therefore,

Q. P. two squares.	11. K. to Kt. square.
12. Q. B. to K. Kt. fifth.	12. K. Kt. takes K. P.
13. Q. B. takes Q.	13. K. R. takes R.+
14. Q. takes R.	14. Kt. to K. Kt. sixth.+
15. K. takes P.	15. Kt. takes Q., checks, and has the best of the game.

In the second place,

9. If you take K. B., he will take K. B. with K. Kt. But if

K. B. to Q. Kt. third.	9. K. Kt. takes K. P.
10. Q. to K. second.	10. Q. to K. second.
11. K. B. takes K. B. P.+	11. K. to K. B. square.
12. Q. takes P.	12. Kt. to K. Kt. sixth.+
13. K. to K. Kt. second.	13. Kt. takes K. R.
14. Q. takes K. B.	14. Q. takes Q.

15. Kt. takes Q. 15. K. takes B.
16. K. takes Kt.

Black has clearly the best of the game. This defence is taken from Stamma's work.

THIRD GAME.

White.	Black.
1. *K. P. two squares.*	1. *K. P. two squares.*
2. *K. B. P. two squares.*	2. *K. P. takes P.*
3. *K. Kt. to K. B. third.*	3. *K. B. to K. second.*
4. *K. B. to Q. B. fourth.*	4. *K. B. checks.*

5. K. to K. B. square; this is the best move you can play, as it prevents his defending the Gambit Pawn, as in the ordinary Gambits.

5. K. Kt. to K. R. third; if, instead of this move, he play K. Kt. P. two squares, you would take K. B. If he play K. B. to K. Kt. fourth, you play Q. P. two squares, and afterwards take K. B., and then play Q. to K. B. third, winning the Gambit Pawn.

6. Q. P. two squares.	6. K. Kt. to its fifth.
7. Q. to K. second.	7. K. Kt. to K. B. seventh.
8. K. Kt. takes K. B.	8. K. Kt. takes R.
9. K. Kt. to K. B. third.	9. K. Kt. to its sixth.+
10. K. R. P. takes Kt.	10. P. takes P.

11. Q. B. to K. B. fourth, and will afterwards take P. at K. Kt. third, and have the best of the game.

THE MUZIO GAMBIT.

THE first notice of this Gambit occurs in SALVIO'S celebrated Treatise, published at Naples in 1604; he states that it was sent to him by SIGNOR MUZIO, and that it occurred casually between Don Geronimo Cascio and another player.

In Sarratt's posthumous work, published in 1821, will be found, at considerable length, the Attack and Defence of this peculiar game, both of which were written by myself expressly for that work. Within these few years a new and better method of Attack has been discovered, to which at present there is no adequate Defence. I shall, in the first place, give an outline of the ordinary Attack and Defence, and afterwards, more fully, the improved method of Attack.

FIRST GAME.

White.	Black.
1. *K. P. two squares.*	1. *K. P. two squares.*
2. *K. B. P. two squares.*	2. *K. P. takes P.*
3. *K. Kt. to K. B. third.*	3. *K. Kt. P. two squares.*
4. *K. B. to Q. B. fourth.*	4. *K. Kt. P. one square.*
5. K. castles.	5. P. takes K. Kt.

This sacrifice of the K. Kt. constitutes the Muzio Gambit. The Attack would probably be irresistible if, in castling, the King were played to K. R. square, according to the practice in Italy. The White has now two modes of play, viz. Q. P. two squares, or Q. takes P.; the latter is the usual and most attacking move, but in this game I shall suppose you to play

6. Q. P. two squares. 6. If he were now to play Q. to K. B. third, you should advance K. P. one square, and afterwards take the Pawn with the Queen. The best move is Q. P. two squares; see the Second Game. But suppose

FIRST DEFENCE.

P. takes K. Kt. P.

7. K. B. takes K. B. P.+

In the first place,

7. K. takes K. B.

8. K. R. takes P.+ 8. K. Kt. to K. B. third.

9. K. P. one square. 9. K. B. to K. Kt. second.

10. Q. to K. R. fifth.+

No. I.

10. K. to K. Kt. square.

11. P. takes K. Kt. 11. K. B. takes P.

12. K. R. to K. Kt. fourth.+ 12. If he play K. B. to K. Kt. second, you may take it with K. R., and afterwards check with Q. B. at K. R. sixth, winning the Queen; therefore,

K. to K. B. square.

13. Q. B. checks. 13. K. to K. second.

14. K. R. to K. fourth, checks, and will win.

No. II.

10. K. to K. B. square.

11. P. takes K. Kt. 11. K. B. takes P.

12. K.R. takes K.B.+ 12. Q. takes K.R.
13. Q.B. checks, and wins the Queen at the least.

No. III.

10. K. to K. second.
11. P. takes K.Kt.+ 11. K.B. takes P.
12. K.R. takes B. 12. Cannot take K.R. without losing the Queen. If he play Q. to K. square.
13. Q. to K. fifth.+ 13. K. to Q. square.
14. Q.B. to K.Kt. fifth. 14. Q. takes Q.
15. K.R. checkmates.

No. IV.

10. K. to K. third.
11. P. takes K.Kt. 11. K.B. takes P.
12. K.R. to K. fourth.+ 12. K.B. interposes.
13. K.R. takes B.+ 13. K. to K.B. third.
14. Q.B. checks. 14. K. to K.Kt. second.
15. Q.B. to K.R. sixth.+ 15. K. to K.Kt. square.
16. R. to K. eighth.+ 16. Q. takes R.
17. Q. takes Q., checkmating.

In the second place,

7. K. to K. second.
8. K.R. takes P. 8. K.B. to K.R. third.
9. K.R. to K.B. second. 9. K.B. takes B.
10. Q. takes B. 10. K.Kt. to B. third.
11. Q. to K.Kt. fifth. 11. K. takes K.B.
12. K.P. one square. 12. Q. to K.Kt. square.
13. Q. takes K.Kt.+ 13. K. to K. square.
14. Q.Kt. to Q.B. third, and you have a very strong attack, as you threaten to play Q.Kt. to Q. fifth, to Q.Kt. fifth, or to K. fourth.

SECOND DEFENCE.

1. *K.P. two squares.* 1. *K.P. two squares.*
2. *K.B.P. two squares.* 2. *K.P. takes P.*

3. *K. Kt. to K. B. third.*	3. *K. Kt. P. two squares.*
4. *K. B. to Q. B. fourth.*	4. *K. Kt. P. one square.*
5. *K. castles.*	5. *P. takes K. Kt.*
6. *Q. P. two squares.*	6. Q. to K. B. third.
7. K. P. one square.	7. Q. to K. B. fourth.
8. Q. takes P.	8. K. B. to K. R. third.
9. Q. Kt. to Q. B. third.	9. K. Kt. to K. second.
10. Q. Kt. to K. fourth.	10. K. castles.
11. Q. Kt. to K. B. sixth.+	11. K. to K. R. square.
12. K. B. to Q. third.	12. Q. to K. third.

13. Q. to K. R. fifth, and you have much the best of the game.

SECOND GAME.

White.	Black.
1. *K. P. two squares.*	1. *K. P. two squares.*
2. *K. B. P. two squares.*	2. *K. P. takes P.*
3. *K. Kt. to K. B. third.*	3. *K. Kt. P. two squares.*
4. *K. B. to Q. B. fourth.*	4. *K. Kt. P. one square.*
5. *K. castles.*	5. *P. takes K. Kt.*
6. *Q. P. two squares.*	6. Q. P. two squares.

In the first place,

7. K. B. takes P.	7. Q. B. to K. Kt. fifth.
8. K. R. to K. B. second.	8. Q. B. P. one square.
9. K. B. to Q. Kt. third.	9. K. B. to K. R. third.
10. Q. Kt. to Q. B. third.	10. K. Kt. to K. second.
11. K. P. one square.	11. K. Kt. to its third square,

and has much the best of the game.

In the second place,

7. K. P. takes P.	7. Q. B. to K. Kt. fifth.
8. K. R. to K. B. second.	8. If he were to play K. Kt. to K. B. third, you should play Q. to Q. third. But if K. B. to Q. third.

9. Q.Kt. to Q. second.	9. K.Kt. to K.B. third.
10. Q.Kt. takes P.	10. K.Kt. to K. fifth.
11. Q. to K. square.	11. K.B.P. two squares.
12. Kt. to Q. second.	12. Q. to K. second.
13. Kt. takes K.Kt.	13. K.B.P. takes Kt.
14. Q.B. takes P.	14. Q.Kt. to Q. second.
15. Q. to Q. second.	15. K.R.P. one square.
16. Q.R. to K.B. square.	16. K. castles with Q.R.

The game is in favour of the Black.

THIRD GAME.

White.	Black.
1. *K.P. two squares.*	1. *K.P. two squares.*
2. *K.B.P. two squares.*	2. *K.P. takes P.*
3. *K.Kt. to K.B. third.*	3. *K.Kt.P two squares.*
4. *K.B. to Q.B. fourth.*	4. *K.Kt.P. one square.*
5. *K. castles.*	5. *P. takes K.Kt.*
6. Q. takes P.	6. Q. to K. second square; this move was formerly considered the best; it is not however so good as Q. to K.B. third.
7. Q.P. two squares.	

FIRST DEFENCE.

	7. K.B. to K.R. third.
8. Q.B. takes P.	

In the first place,

	8. Q.P. one square.
9. Q.B. takes B.	9. K.Kt. takes B.
10. Q. to K.R. fifth.	10. Q. to K.B. square.
11. K.R. to K.B. sixth.	11. K.Kt. to its square.
12. K.R. takes K.B.P.	12. Q. to K.R. third.
13. K.R. to K.B. eighth.++	13. K. removes.
14. Q. checkmates.	

In the second place,

	8. K.B. takes B.
9. Q. takes B.	9. Q.Kt. to Q.B. third. (A.)
10. K.B. takes K.B.P.+	10. K. to Q. square.
11. K.B. to K.R. fifth.	11. Q.Kt. takes Q.P.
12. Q. to K.B. eighth.+	12. Q. takes Q.
13. K.R. takes Q.+	13. K. to K. second.
14. K.R. to K. eighth.+	14. K. to Q. third.
15. Q.Kt. to Q.R. third.	15. Q.B.P. one square.
16. Q.R. to Q. square.	16. K. to Q.B. fourth.

17. Q.B.P. one square, and afterwards plays K.B. to its seventh, having the best of the game.

(A.)

	9. K.B.P. one square.
10. Q.Kt. to Q.B. third.	10. Q.B.P. one square.
11. Q.R. to K. square.	11. Q.Kt.P. two squares.
12. K.P. one square.	12. K. to Q. square.
13. K.P. takes P.	13. If he play Q. to Q.Kt. fifth, you may check with Q.R., and afterwards advance P. to K.B. seventh, winning easily. But if
	Q. takes P.
14. Q. to K. fourth.	14. Q. to K.Kt. fourth.
15. Q. to K. eighth.+	15. K. to Q.B. second.
16. K.R. to K.B. eighth.	16. P. takes K.B.
17. Q. takes Q.B.+	17. K. to Q.Kt. third.

18. Kt. to Q.R. fourth, checks, and wins easily.

SECOND DEFENCE.

	7. Q.Kt. to Q.B. third.

8. It would not be good play to move Q.B.P. one square, because he would play Q.Kt. to K. fourth, in order to exchange it for your K.B., which you cannot prevent by taking Q.Kt., on account of the Q. checking at Q.B. fourth, &c. The best move is,

Q. takes Gambit P.	8. Q.Kt. takes Q.P.
9. K.B. takes K.B.P.+	9. K. to Q. square.

10. Q. Kt. to Q. B. third. 10. K. Kt. to K. R. third.
11. Q. B. to K. third. 11. Q. Kt. to K. third.
12. K. B. takes Q. Kt. 12. Q. takes K. B.
13. Q. Kt. to Q. fifth. 13. Q. P. one square.
14. Q. to K. R. fourth.+ 14. K. to Q. second.
15. K. R. to K. B. sixth, wins a piece, and has consequently the best of the game.

FOURTH GAME.

White.	Black.
1. *K. P. two squares.*	1. *K. P. two squares.*
2. *K. B. P. two squares.*	2. *K. P. takes P.*
3. *K. Kt. to K. B. third.*	3. *K. Kt. P. two squares.*
4. *K. B. to Q. B. fourth.*	4. *K. Kt. P. one square.*
5. *K. castles.*	5. *P. takes K. Kt.*
6. *Q. takes P.*	

FIRST DEFENCE.

6. Q. P. one square.
7. Q. takes Gambit P. 7. Q. to K. second.
8. K. B. takes K. B. P.+

In the first place,

8. K. to Q. square.
9. Q. Kt. to Q. B. third. 9. Q. B. P. one square.
10. Q. P. two squares, and you have a very good game, your pieces being in good play, and your centre pawns strong.

In the second place,

8. K. to Q. second.
9. K. B. to K. sixth.+ 9. He cannot take K. B. with K. without being immediately checkmated. But if Q. takes K. B.

10. Q. takes K.B. 10. Q. to K. square.
11. K.R. to K.B. seventh.+ 11. K. to Q. square.
12. Q. to K.Kt. seventh, and you have the best of the game.

You might also, on the seventh move, have played Q.P. two squares, and afterwards have taken Gambit Pawn with Q.B.

SECOND DEFENCE.

6. Q.Kt. to Q.B. third.
7. Q. takes Gambit P. 7. Q. to K. second.
8. K.B. takes K.B.P.+ 8. K. to Q. square.
9. Q.Kt. to Q.B. third. 9. Q.P. one square.
10. Q.Kt. to Q. fifth. 10. The best move is to play Q. to K. fourth, but even then your game would be better than his. But suppose
Q. to Q. second.
11. K.B. takes K.Kt. 11. K.R. takes B.
12. Q. takes K.B.+ 12. K.R. takes Q.
13. K.R. takes R.+ 13. Q. to K. square.
14. K.R. takes Q.+ 14. K. takes R.
15. Kt. takes Q.B.P., checks, and wins Q.R.

FIFTH GAME.

White.	Black.
1. *K.P. two squares.*	1. *K.P. two squares.*
2. *K.B.P. two squares.*	2. *K.P. takes P.*
3. *K.Kt. to K.B. third.*	3. *K.Kt.P. two squares.*
4. *K.B. to Q.B. fourth.*	4. *K.Kt.P. one square.*
5. *K. castles.*	5. *P. takes K.Kt.*
6. *Q. takes P.*	6. Q. to K.B. third. This is the best move that can be played, as it defends the Gambit Pawn, and prevents you from playing Q.P. two squares. There are several modes of continuing the attack: for example,

No. I.

7. Q.B.P. one square. 7. The proper move is to play Q.Kt. to Q.B. third, to prevent the advance of Q.P. two squares; but suppose K.B. to K.R. third.
8. Q.P. two squares. 8. Q.Kt. to Q.B. third.
9. K.P. one square. 9. Q. to K.B. fourth.
10. Q.Kt. to Q. second. 10. K.Kt. to K. second.
11. Q.Kt. to K. fourth. 11. K. castles.
12. Q.Kt. to K.B. sixth.+ 12. K. to K.Kt. second.
13. K.B. to Q. third. 13. Q. to K. third.
14. Q. to K.R. fifth. 14. K.Kt. to its third.
15. K.R. takes P. 15. K.Kt. takes K.R.
16. Q.B. takes Kt., and wins easily.

No. II.

7. Q.P. one square. 7. He ought to play K.B. to K.R. third. See the Seventh Game. But suppose Q.Kt. to Q.B. third.
8. Q.B. takes P. 8. Q. takes Q.Kt.P.
9. K.B. takes K.B.P.+ 9. K. to Q. square.
10. Q.B. to K.Kt. fifth.+ 10. K.B. to K. second.
11. K.B. takes K.Kt. 11. Q.P. one square.
12. Checkmates in three moves.

No. III.

7. K.P. one square. 7. Q. takes P.
8. Q.P. one square. 8. He ought now to play K.B. to K.R. third, to defend the Gambit Pawn. See the Seventh Game. But suppose he plays

FIRST DEFENCE.

8. Q.P. one square.
9. Q.B. takes P. 9. Q. to K. second.
10. Q.B. to K.Kt. fifth. 10. Q. takes Q.B.
11. Q. takes K.B.P.+ 11. K. to Q. square.
12. Q. takes K.B.+ 12. K. to Q. second.

13. K.B. to K. sixth.+ 13. If he play K. to Q.B. third, you should take Q.B. with Q., having an excellent game. But if

K. takes K.B.

14. Q. to K.B. seventh.+ 14. K. to K. fourth.
15. Q.Kt. to Q.B. third, and will win easily.

SECOND DEFENCE.

8. K.B. checks.
9. K. to K.R. square. 9. K.B. to K. sixth.
10. Q.B. takes B. 10. Q. takes B.
11. Q. to K.R. fifth. 11. Q. to K. second.
12. Q.Kt. to B. third. 12. K.Kt. to B. third.
13. Q. to K.R. sixth. 13. Q.P. one square.
14. Q. takes Gambit P. 14. K.Kt. to its fifth.
15. Q.Kt. to Q. fifth. 15. Q. to Q. second.
16. Q.R. checks. 16. K. to Q. square.
17. Q.R. to K. seventh. 17. Q. to Q.R. fifth.
18. R. takes Q.B.P., and wins easily.

THIRD DEFENCE.

8. Q.P. one square.
9. Q.B. takes P. 9. Q. to K.B. third.
10. Q.Kt. to Q.B. third. 10. Q.B.P. one square.
11. Q.Kt. to K. fourth. 11. Q. to K.B. fourth.
12. Q. to K. second, and has the best of the game.

FOURTH DEFENCE.

8. Q.Kt. to Q.B. third.
9. Q.B. takes P.

In the first place,

9. Q. to K. second.
10. Q.B. takes Q.B.P. 10. K.Kt. to K.R. third.
11. Q.Kt. to Q.B. third. 11. Q.Kt. to Q. fifth.
12. Q. to K.R. fifth. 12. Q.Kt. to K. third.

13. Q.B. to K. fifth. 13. K.R. to K.Kt. square.
14. Q.Kt. to Q. fifth, and ought to win.

In the second place,

9. Q. takes Q.Kt.P.
10. K.B. takes P.+ 10. K. to Q. square.
11. K.B. takes Kt. 11. If he take R. or B. he will be checkmated in a few moves; therefore, K.B. to K. second.
12. Q.B. to K.Kt. fifth. 12. If he play Q.P. one or two squares, you will checkmate him in three moves; if he play any other move you will easily win.

In the third place,

9. Q. to K.B. third.
10. Q.Kt. to B. third. 10. K.Kt. to K. second.
11. Q.R. to K. square. 11. Q. checks.
12. Q.B. interposes. 12. Q. to K.Kt. second.
13. K.B. takes P.+ 13. K. to Q. square.
14. K.B. to K.R. fifth. 14. Q.P. one square.
15. Q.B. to K.Kt. fifth. 15. If he take Q.B. he will be checkmated in four moves; therefore, Q.Kt. to K. fourth.
16. Q.R. takes Kt. 16. Q. or P. takes R.
17. Q.B. to K.B. sixth, wins K.R., and consequently has the best of the game.

SIXTH GAME.

White.	Black.
1. *K.P. two squares.*	1. *K.P. two squares.*
2. *K.B.P. two squares.*	2. *K.P. takes P.*
3. *K.Kt. to K.B. third.*	3. *K.Kt.P. two squares.*

4. *K. B. to Q. B. fourth.* 4. *K. Kt. P. one square.*
5. *K. castles.* 5. *P. takes K. Kt.*
6. *Q. takes P.* 6. *Q. to K. B. third.*
7. *K. P. one square.*

FIRST DEFENCE.

7. Q. to Q. Kt. third.+
8. K. to K. R. square. 8. K. B. to K. R. third.
9. Q. Kt. to Q. B. third. 9. If he play Q. B. P. one square, you should play Q. Kt. to K. fourth, in order to check at Q. sixth. But if
Q. to Q. B. fourth.
10. Q. P. one square. 10. Q. takes K. P.
11. Q. Kt. to Q. fifth. 11. K. Kt. to K. second.
12. Q. B. takes P. 12. K. B. takes B.
13. Q. R. to K. square. 13. Q. to K. Kt. fourth.
14. Q. R. takes Kt.+ 14. K. to Q. square.
15. R. takes K. B. P., and will win K. B., and have the best of the game.

SECOND DEFENCE.

7. Q. to K. B. fourth.
8. Q. P. two squares. 8. K. B. to K. R. third.
9. Q. Kt. to Q. B. third. 9. K. Kt. to K. second.
10. Q. Kt. to K. fourth. 10. If he play K. B. to Kt. second, you take Gambit P. with Q. B. If
K. castles.
11. Kt. to K. B. sixth.+ 11. K. to K. R. square.
12. K. B. to Q. third. 12. Q. to K. third.
13. Q. to K. R. fifth. 13. Kt. to K. Kt. square.
14. Q. B. takes P. 14. K. to Kt. second.
15. Q. B. takes B., winning easily.

SEVENTH GAME.

White.	Black.
1. *K. P. two squares.*	1. *K. P. two squares.*
2. *K. B. P. two squares.*	2. *K. P. takes P.*
3. *K. Kt. to K. B. third.*	3. *K. Kt. P. two squares.*
4. *K. B. to Q. B. fourth.*	4. *K. Kt. P. one square.*
5. *K. castles.*	5. *P. takes K. Kt.*
6. *Q. takes P.*	6. *Q. to K. B. third;* this, as I have before observed, is the only correct move; it defends the Gambit Pawn, which cannot be taken without the exchange of Queens, and it prevents the advance of your Q. P. two squares.

I shall, in this and the following game, give an outline of the proper Defence to the ordinary method of Attack.

If you were, for your next move, to play K. to K. R. square, Q. B. P. one square, or K. B. to Q. Kt. third, the Black should play Q. Kt. to Q. B. third, in order to move it to K. fourth, or Q. fifth. But suppose you play

No. I.

7. *Q. P. one square.*	7. K. B. to K. R. third.

FIRST ATTACK.

8. Q. B. to Q. second.	8. Q. Kt. to Q. B. third.
9. Q. B. to its third.	9. Q. Kt. to K. fourth.
10. Q. to K. R. fifth.	10. Q. P. one square.
11. Q. B. takes Q. Kt.	11. Q. P. takes Q. B.
12. K. B. takes K. B. P.+	12. Q. takes K. B.
13. Q. takes K. P.+	13. K. to K. B. square.
14. Q. takes K. R.	14. K. B. to K. Kt. second.
15. Q. takes K. R. P. and wins the Queen.	15. K. B. to Q. fifth, checks,

SECOND ATTACK.

8. Q.Kt. to Q.B. third.	8. K.Kt. to K. second.
9. Q.B. to Q. second.	9. Q.Kt. to Q.B. third.
10. Q.Kt. to its fifth.	10. Q.Kt. to K. fourth.
11. Q. to K.B. second.	11. K. to Q. square.
12. Q.B. to its third.	12. Q.P. one square, and has the best of the game, as the White has not sufficient attack for the piece sacrificed.

No. II.

7. K.P. one square.	7. Q. takes P.
8. Q.P. one square.	8. K.B. to K.R. third.

FIRST ATTACK.

9. Q.B. to Q. second.	9. K.Kt. to K. second.

In the first place,

10. Q.B. to its third.	10. Q. to Q.B. fourth.+
11. K. to K.R. square.	11. K.R. to K.Kt. square.
12. Q.Kt. to Q. second.	12. Q.P. two squares.
13. Q. to K.R. fifth.	13. Q. to Q. third.
14. K.B. to Q.Kt. third.	14. Q.B. to K.Kt. fifth.

The game is in favour of the Black.

In the second place,

10. K.R. to K. square.	10. Q. to Q.B. fourth.+
11. K. to K.R. square.	11. Q.Kt. to Q.B. third.
12. Q.B. takes P.	12. K.B. takes Q.B.
13. Q. takes K.B.	13. Q.P. two squares.
14. Q. to K.Kt. fifth.	14. Q.B. to K. third, and has evidently the best of the game.

SECOND ATTACK.

9. Q.Kt. to Q.B. third.	9. K.Kt. to K. second.
10. Q.B. to Q. second.	10. Q.B.P. one square.
11. Q.R. to K. square.	11. Q. to Q.B. fourth.+

12. K. to K.R. square. 12. Q.P. two squares.
13. Q. to K.R. fifth. 13. Q. to Q. third, and has certainly the best of the game.

EIGHTH GAME.

White.	Black.
1. *K.P. two squares.*	1. *K.P. two squares.*
2. *K.B.P. two squares.*	2. *K.P. takes P.*
3. *K.Kt. to K.B. third.*	3. *K.Kt.P. two squares.*
4. *K.B. to Q.B. fourth.*	4. *K.Kt.P. one square.*
5. *K. castles.*	5. *P. takes K.Kt.*
6. *Q. takes P.*	6. *Q. to K.B. third.*
7. *Q.P. one square.*	7. *K.B. to K.R. third.*
8. *Q.B. to Q. second.*	8. *Q.Kt. to Q.B. third.*
9. *Q.B. to its third.*	9. *Q.Kt. to K. fourth.*
10. Q.B. takes K.Kt.	10. Q. takes Q.B.
11. Q.Kt. to Q.B. third.	11. K.Kt. to K. second.
12. Q.Kt. to its fifth.	12. Q. to Q.B. fourth.+
13. K. to K.R. square.	13. It would not be good play to move Q.B.P. one square, because you would play Q.P. one square, and he could not take your K.B. without losing his Queen. The best move is Q.R.P. one square.
14. Q.Kt. to Q.B. third.	14. Q.P. one square.
15. Q.R. to K. square.	15. Q. to K.Kt. fourth.
16. K.P. one square.	16. Q.P. takes P.
17. Q.Kt. to K. fourth.	17. Q. to K.Kt. second.
18. Q. to K.R. fifth.	18. K.R. to K.B. square.
19. Q.P. one square.	19. Q.B. to Q. second.
20. Q.P. takes P.	20. K. castles.
21. Kt. to K.B. sixth.	21. Q.B. to K. third.
22. K.B. to Q. third.	22. Kt. to Q. fourth.
23. Kt. takes Kt.	23. Q.B. takes Kt.

24. K.R. to K.B. second.	24. K.R. to K.Kt. square.
25. Q. to K. second.	25. K.B. to K.Kt. fourth, and has the best of the game.

NINTH GAME.

White.	Black.
1. *K.P. two squares.*	1. *K.P. two squares.*
2. *K.B.P. two squares.*	2. *K.P. takes P.*
3. *K.Kt. to K.B. third.*	3. *K.Kt.P. two squares.*
4. *K.B. to Q.B. fourth.*	4. *K.Kt.P. one square.*

5. Q.P. two squares; playing this Pawn two squares, instead of castling, constitutes the new Attack alluded to page 348.

In the year 1817 I communicated this move to that most excellent Chess player, J. H. Sarratt; we resolved to analyse the attack on his restoration to health; but his premature death prevented it, and I thought no more of the move until I saw it first noticed in J. F. W. Koch's "Elementarbuch der Schachspielkunst," published at Magdeburg in 1828. Mr. Koch states that it was communicated to him by the late Lieut.-Colonel Donop, who told him that, while he was commander of Brussels, during the late war with France, he often played at the Chess Club there with an Englishman, who was accustomed to play this unusual move, and always won by it.

Koch has given many Variations on this game, some of which are well played; the ninth and tenth games are taken from his work.

In 1829 there was published at Bombay a thin quarto volume of 63 pages, entitled "An Analysis of the Muzio Gambit," &c. &c. See the full title, page 178.

This analysis of the Muzio Gambit contains the same attack as Koch's work, but much more skilfully and accurately played. The whole of it will be found in the Eleventh and succeeding Games.

Should further investigation prove that this attack is quite sound, it will follow that the King's Knight's Pawn must not be advanced on the fourth move, and consequently the Defence of the King's Gambit will be restricted to playing in lieu of that move K. B. to K. Kt. second, as in the Fourteenth and succeeding Games. See page 297.

	5. P. takes K. Kt.
6. Q. takes P.	6. K. B. to K. R. third.
7. K. castles.	

FIRST DEFENCE.

	7. Q. P. one square.
8. Q. B. takes P.	8. K. B. takes B.
9. K. B. takes K. B. P.+	

In the first place,

	9. K. takes K. B.
10. Q. takes K. B.+	10. K. to K. Kt. third; it would be better to play K. Kt. to K. B. third.
11. Q. to K. B. seventh.+	11. K. to K. R. third.
12. Q. Kt. to Q. B. third.	12. Q. to K. second (A.)
13. Q. to K. B. fourth.+	13. K. to K. Kt. third.
14. Q. Kt. to Q. fifth.	14. Q. to K. Kt. fourth.
15. Q. to K. B. seventh.+	15. K. to K. R. third.
16. Q. to K. B. eighth.+	16. K. to K. R. fourth.
17. Kt. to K. B. fourth.+	17. K. to K. R. fifth.
18. K. Kt. P. checks.	18. K. to K. Kt. fifth.
19. Q. takes Q. B. and wins.	

(A.)

	12. Q. B. P. one square.
13. K. P. one square.	13. Q. P. one square.

14. K.R. to K.B. third.	14 Q. to K. second.
15. Q. to K.B. fourth.+	15. K. to K.R. fourth.
16. K.R.P. one square.	16. Q. to K.Kt. fourth.
17. Q. to K.B. seventh.+	17. Q. to K.Kt. third.
18. K.Kt.P. two squares.+	18. K. to K.R. fifth.
19. Q. to K.B. fourth.	19. K.Kt. to K. second.
20. Q. to K.Kt. third.+	20. K. to K.Kt. fourth.
21. K.R.P. checks.	21. K. to K.R. third.

22. R. to K.B. sixth, and will win.

In the second place,

	9. K. to Q. second.
10. Q. to K.R. third.+	10. K. to Q.B. third.
11. K.B. to Q. fifth.+	11. K. to Q.Kt. third.
12. Q. to Q.Kt. third.+	12. K. to Q.R. fourth.
13. Q. to Q.R. third.+	13. K. to K.Kt. third.

14. Checkmates in three moves.

In the third place,

	9. K. to K. second.
10. Q. takes K.B.	10. K. to Q. second.
11. Q. to K.B. fifth.+	11. K. to Q.B. third.
12. Q. to Q. fifth.+	12. K. to Q.Kt. third.
13. Q. to Q.Kt. third.+	13. If he play K. to Q.B. third, you check with K.B. at Q. fifth, and afterwards with Q. at K.R. third, winning speedily; therefore K. to Q.R. fourth.
14. Kt. to Q.R. third.	14. Q. to Q. second.

15. Checkmates in four moves.

SECOND DEFENCE.

	7. Q. to K.B. third.
8. K.P. one square.	8. Q. to K.B. fourth.
9. Q.Kt. to Q.B. third.	9. K.Kt. to K. second.

10. You may play Q.Kt. to K. fourth, see the First Game, page 351, where the position is the same, though the moves occur in a different order: or you may play as Koch directs, viz.

K.B. to Q. third.	10. Q. to K. third.
11. Q.B. takes P.	11. K.B. takes B.
12. Q. takes K.B.	12. Q.Kt. to Q.B. third.
13. Q.R. to K. square.	

In the first place,

	13. K.Kt. to Q. fourth.
14. Kt. takes Kt.	14. Q. takes Kt.
15. Q.B.P. two squares.	15. Q. to K. third.

16. Q.P. one square, and has the best of the game.

In the second place,

	13. Q.P. two squares.
14. P. takes P. *en passant.*	14. Q. takes P.
15. Q. takes K.B.P.+	15. K. to Q. square.
16. Q.P. one square.	16. Q.Kt. to K. fourth.
17. Q. to K.Kt. seventh.	17. Q.Kt. to K.Kt. third.
18. K.B. takes Kt.	18. Kt. takes K.B.
19. K.R. to K.B. sixth.	19. Q. to Q.B. fourth.+
20. K. to K.R. square.	20. K.R. to K. square.
21. Q.R. takes R.	21. K. takes R.
22. Q. to K.Kt. eighth.+	22. K. to Q. second.
23. Kt. to K. fourth.	23. Q. to Q. fifth.
24. R. to K.B. seventh.+	24. Kt. to K. second.
25. Q. to K.Kt. fourth.+	25. K. to K. square.
26. Kt. to Q. sixth.+	26. P. takes Kt.
27. R. takes Kt.+	27. K. takes R.

28. Q. takes Q., and ought to win.

TENTH GAME.

White.	Black.
1. *K.P. two squares.*	1. *K.P. two squares.*
2. *K.B.P. two squares.*	2. *K.P. takes P.*
3. *K.Kt. to K.B. third.*	3. *K.Kt.P. two squares.*

4. *K.B. to Q.B. fourth.* 4. *K.Kt.P. one square.*
5. *Q.P. two squares.* 5. *P. takes K.Kt.*
6. *Q. takes P.* 6. If he check with Q. you interpose K.Kt.P., which he cannot take without losing. But suppose
Q. to K.B. third.
7. K.P. one square. 7. Q. to K.B. fourth.
8. Q.Kt. to Q.B. third; instead of this move, Ghulam Kassim makes the White castle, which is upon the whole a somewhat better move.

FIRST DEFENCE.

8. K.B. to K.R. third.
9. I think the best move is to castle; Koch, however, directs White to play
Q.Kt. to Q. fifth. 9. K. to Q. square.
10. K.B. to Q. third. 10. Q. to K. third.
11. Q.Kt. takes Gambit P. 11. K.B. takes Kt.
12. Q.B takes B. 12. Q.P. two squares.
13. Q.B. checks.

In the first place,

13. K.Kt. to K. second.
14. K. castles with K.R. 14. Q.Kt. to Q.B. third.
15. Q. to K.R. fifth. 15. Q.Kt. takes Q.P.
16. Q.B.P. one square. 16. Q. to Q.Kt. third.
17. Q.B. takes Kt.+ 17. K. takes Q.B.
18. K.R. takes P.+ 18. K. to Q. square.
19. Q. to K.Kt. fifth.+ 19. K. to K. square.
20. Q. checkmates.

In the second place,

13. K.B.P. one square.
14. Q.B. takes P.+ 14. K.Kt. takes B.
15. Q. takes Kt.+ 15. Q. takes Q.
16. K.P. takes Q. and will win, or at least draw, says Koch. As White has only two pawns for the piece, it seems to me difficult for him to draw.

SECOND DEFENCE.

	8. Q.B.P. one square.
9. K.B. to Q. third.	9. Q. to K. third.
10. K. castles.	10. Q.P. two squares.
11. K.P. takes P. *en passant.*	11. K.B. takes P.
12. Q.B. takes P.	12. K.Kt. to K. second.
13. Q.R. to K. square.	13. Q. to Q. second.
14. Q.Kt. to K. fourth, and will win.	

VARIATION,

BEGINNING AT THE SEVENTH MOVE OF THE BLACK.

White.	Black.
1. *K.P. two squares.*	1. *K.P. two squares.*
2. *K.B.P. two squares.*	2. *K.P. takes P.*
3. *K.Kt. to K.B. third.*	3. *K.Kt.P. two squares.*
4. *K.B. to Q.B. fourth.*	4. *K.Kt.P. one square.*
5. *Q.P. two squares.*	5. *P. takes K.Kt.*
6. *Q. takes P.*	6. *Q. to K.B. third.*
7. *K.P. one square.*	7. Q. to Q.Kt. third.
8. Q.B.P. one square.	8. K.B. to K.R. third.
9. Q.B. takes P.	9. If he take Q.Kt.P. you should take K.B.P. with K.B., and you will have a fine game. But if K.B. takes B.
10. Q. takes K.B.	10. Q. to K.Kt. third.
11. K. castles.	11. K.Kt. to K.R. third.
12. K.R. to K.B. third.	12. K.R. to K.Kt. square.
13. K.R. to K.Kt. third.	13. Q. to K.R. fourth.
14. K.R. takes R.+	14. K.Kt. takes R.
15. Q.Kt. to Q. second.	15. Q.Kt. to Q.B. third.
16. Q.R. to K.B. square.	

FIRST DEFENCE.

	16. K.Kt. to K.R. third.
17. Q.Kt. to K. fourth.	

In the first place,

	17. K. to K.B. square.
18. R. to K.B. third.	18. Q.Kt. to Q. square.
19. Kt. to K.B. sixth.	19. Q. to K.Kt. third.
20. R. to K.Kt. third.	20. Q. to Q.Kt. eighth.+

21. K.B. to its square, and wins easily.

In the second place,

	17. Q. to K.Kt. third.
18. R. to K.B. third.	18. Q.Kt. to Q. square.
19. R. to K.Kt. third.	19. Q. to Q.B. third.
20. Kt. to K.B. sixth.+	20. K. to K. second.
21. Q. takes Kt.	21. Q. takes K.B.

22. R. to K.Kt. eighth, and wins.

SECOND DEFENCE.

	16. Q.Kt. to Q. square.
17. Kt. to K. fourth.	17. Q. to K.Kt. third.
18. K.B. to Q. third.	18. Q.Kt. to K. third.
19. Q. to K.B. third.	19. Q. to K.Kt. second.
20. Q.P. one square.	20. Q.Kt. to K.B. square.
21. Kt. to K.B. sixth.+	21. K. to Q. square.
22. Kt. takes Kt.	22. Q. takes Kt.
23. Q. to K.B. sixth.+	23. K. to K. square.

24. Q.P. one square, and will win.

ELEVENTH GAME.

White.	Black.
1. *K.P. two squares.*	1. *K.P. two squares.*
2. *K.B.P. two squares.*	2. *K.P. takes P.*
3. *K.Kt. to K.B. third.*	3. *K.Kt.P. two squares.*
4. *K.B. to Q.B. fourth.*	4. *K.Kt.P. one square.*
5. *Q.P. two squares.*	5. *K.Kt.P. takes Kt.*

6. *Q. takes P.* 6. He may now play Q.P. two squares, see the Thirteenth Game; or Q. to K.B. third, see the Seventeenth Game; or Q. to K.R. fifth, see the Variation; or he may play Q.P. one square.

7. K. castles. 7. If he play Q.B. to K. third, see the Twelfth Game. But if Q. to K.B. third.

8. You may play Q.Kt. to Q.R. third, see the Sixteenth Game; or K. to K.R. square. 8. If he take P. with Q. see the Eighteenth Game. But if K.B. to K.R. third.

9. Q.Kt. to Q.B. third. 9. If he take P. with Q. see the Fourteenth Game. If he play Q.Kt. to Q.B. third, see the Fifteenth Game. But if K.Kt. to K. second.

10. K.P. one square. 10. Q.P. takes P.

11. Q.P. takes P. 11. Q. takes P.; if he play Q. to K.B. fourth, see the Nineteenth Game.

12. Q.B. to Q. second. 12. Q. to Q. fifth.

13. Q. to K. second.

FIRST DEFENCE.

13. P. to K.B. sixth.

14. K.B. takes K.B.P.+ 14. K. to Q. square.

15. K.R. takes P. 15. If he take Q.B., you will win the Queen by playing K.R. to Q. third; therefore, Q.B. to K.Kt. fifth.

16. Q.B. takes B. 16. Q.B. takes R.

17. Q. takes B. 17. Q.Kt. to Q. second.

18. Q.R. to Q. square. 18. Q. to Q.Kt. third.

19. Q. to K.R. third. 19. Q. to Q.B. third.

20. K.B. to K. sixth, and will win.

SECOND DEFENCE.

13. Q.B. to K. third.

14. K.B. takes B. 14. P. takes K.B.

15. Q. to K. R. fifth.+ 15. Kt. interposes.
16. Q. takes B. 16. Q. takes B.
17. Q. R. to Q. square.

In the first place,

17. Q. to K. sixth.
18. K. R. to K. square. 18. Q. to Q. Kt. third.
19. Kt. to Q. fifth. 19. Q. to Q. B. third.
20. Q. to K. Kt. seventh, and wins the Queen.

In the second place,

17. Q. takes Q. B. P.
18. K. R. to K. square. 18. If he play K. P. one sq., you should play Q. to K. Kt. seventh. But if
Q. to K. B. fourth.
19. Q. to K. Kt. seventh. 19. If he play K. R. to K. B. square, you should take Q. B. P. with Q.; and if he then play K. Kt. to K. second, you play Kt. to K. fourth, winning the Queen. But if
Q. to K. B. second.
20. Q. R. to Q. eighth.+ 20. K. to K. second.
21. Kt. to Q. fifth.+ 21. K. takes R.
22. Q. takes Q. 22. K. P. takes Kt.
23. Q. takes K. P.+ 23. Q. Kt. interposes.
24. R. to Q. square. 24. K. Kt. to K. B. square.
25. Q. to K. Kt. fifth.+ 25. K. to K. square.
26. Q. to K. Kt. seventh. 26. K. Kt. to its third.
27. R. takes Q. Kt. 27. K. R. to K. B. square.
28. Q. takes K. R. P. 28. Q. R. to Q. B. square.
29. R. to K. Kt. seventh, winning the Knight.

VARIATION,

BEGINNING AT THE SIXTH MOVE OF THE BLACK.

6. Q. to K. R. fifth.+
7. K. Kt. P. one square. 7. Q. to K. R. sixth.
8. Q. B. takes P. 8. If he play K. Kt. to K. B.

third, he will lose a piece. If he play Q. P. one square, or Q. Kt. to Q. B. third, you should take K. B. P., checking. If he play K. Kt. to K. R. third, you should take it with Q. B. ; if he take it with K. B. he loses K. R. ; if he take with Q., you take K. B. P. with K. B., checking, and then castle, &c. But suppose he plays K. B. P. one square.

9. Q. to Q. Kt. third.

FIRST DEFENCE.

	9. K. Kt. to K. R. third.
10. Q. Kt. to Q. B. third.	10. Q. B. P. one square.
11. K. castles with Q. R.	11. Q. P. one square.
12. K. R. to K. square.	12. Q. to Q. second.
13. K. P. one square.	13. K. B. P. takes P.
14. Q. P. takes P.	14. Q. P. one square.
15. P. to K. sixth.	15. If he play Q. to K. second, you should take P. with K. B., and on his taking K. B. you retake with Kt., winning the Queen. But if Q. to K. Kt. second.
16. P. to K. seventh.	16. K. B. takes P.
17. K. B. takes P.	17. K. to B. square.
18. K. B. to K. sixth.	18. Q. B. takes B.

19. Q. takes Q. B., and wins easily.

SECOND DEFENCE.

	9. Q. to K. Kt. seventh.
10. K. R. to K. B. square.	10. Q. takes K. P.+
11. K. to K. B. second.	11. Q. takes Q. P.+
12. K. to Kt. second.	12. Q. to K. fifth.+
13. K. R. interposes.	13. Q. to K. Kt. third.
14. Kt. to Q. B. third.	

In the first place,

	14. If he play Q. Kt. to Q. B. third, you play Q. Kt. to its fifth, and win ; therefore, K. to Q. square.
15. Q. R. to K. square.	15. K. B. to K. second.

16. Kt. to Q. fifth. 16. If he play Q. Kt. to Q. R. third, you would take it with K. B. If he play Q. P. one square, you take Q. B. P. with Q. Kt. But if K. B. to Q. third.
17. Q. B. takes B. 17. Q. B. P. takes B.
18. Q. to Q. R. third. 18. If he take Q. B. P., checking, you interpose K. R.; and if he then take K. B., you take P. at Q. sixth, and win. But if K. B. P. one square.
19. K. R. takes K. B. P. 19. If he take R. with Q., you take P. with Q., and on his taking your P., checking, you move K. to K. Kt. square, and Black cannot avoid the checkmate. But if K. Kt. to K. R. third.
20. K. R. to K. B. sixth. 20. Q. takes Q. B. P.+
21. K. to K. R. third. 21. Q. takes K. B.
22. Q. takes P. 22. Q. to K. Kt. fifth.+
23. K. to Kt. second, and checkmates in two moves.

In the second place,

14. Q. P. one square.
15. Q. R. to K. square.+ 15. K. B. interposes.
16. Kt. to Q. Kt. fifth. 16. K. to Q. square. (A.)
17. Kt. takes Q. B. P. 17. K. takes Kt.
18. K. B. takes K. Kt. 18. K. R. takes B. (B.)
19. Q. R. takes B.+ 19. Q. B. interposes.
20. Q. to K. sixth. 20. If he play K. R. to K. Kt. second, you take P. with Q., checking, and then play K. R. to Q. B. third. But if K. B. P. one square.
21. Checkmates in five moves.

(A.)

16. Q. Kt. to Q. R. third.
17. Kt. takes Q. B. P.+ 17. Q. Kt. takes Kt.
18. Q. B. takes Q. P. 18. K. to Q. square.
19. Q. B. takes Kt.+ 19. K. takes Q. B.
20. B. takes K. Kt. 20. K. R. takes B.

21. Q.R. takes B.+ 21. If he interpose B., you will take it with R., checking; and on the K. taking B., you take Q.Kt.P. with Q., and win the Queen for a Rook. But if

K. to Q.Kt. square.

22. Q. to Q.Kt. fourth. 22. Q.R.P. one square.
23. Q. to Q. sixth.+ 23. K. to Q.R. second.
24. Q. to Q.B. fifth.+ 24. K. to Q.Kt. square.
25. Q. to Q.B. seventh.+ 25. K. to Q.R. second.
26. K.R. to Q.Kt. third. 26. Q.R. to Q.Kt. square.
27. Q. to Q.B. fifth.+ 27. K. to Q.R. square.
28. K.R. to Q.Kt. sixth, and wins the Queen, or checkmates in a few moves.

(B.)

18. Q. takes K.B.
19. Q.R. takes B.+ 19. Q.B. interposes.
20. Q. to Q. third. 20. K. to K. square.
21. Q. takes Q.P. 21. Q. to K.B. square.
22. K.R. to Q.B. third, and Black cannot avoid checkmate.

TWELFTH GAME.

White.	Black.
1. *K.P. two squares.*	1. *K.P. two squares.*
2. *K.B.P. two squares.*	2. *K.P. takes P.*
3. *K.Kt. to K.B. third.*	3. *K.Kt.P. two squares.*
4. *K.B. to Q.B. fourth.*	4. *K.Kt.P. one square.*
5. *Q.P. two squares.*	5. *K.Kt.P. takes Kt.*
6. *Q. takes P.*	6. *Q.P. one square.*
7. *K. castles.*	7. Q.B. to K. third.
8. Q.P. one square.	8. Q.B. to Q. second.
9. Q.B. takes P.	9. Q. to K. second.
10. K.P. one square.	10. Q.P. takes P.
11. Q.B. takes P.	11. K.B.P. one square; this

is a better move than taking Q.B., or checking with Q. at Q.B. fourth, and then taking K.B.

12. Q.B. to Q. fourth. 12. K. to Q. square.
13. Q.Kt. to Q.B. third. 13. Q. to K.Kt. second.
14. Q.Kt. to K. fourth. 14. K.B. to K. second.
15. Q. to Q.B. third. 15. Q.B.P. two squares; this move is played to prevent you from taking K.B.P. with K.Kt.
16. Kt. takes Q.B.P. 16. K.B. takes Kt.
17. Q.B. takes B. 17. In the Variation he plays K.Kt. to K. second. But suppose K.R.P. two squares.
18. Q. to Q.R. fifth.+ 18. If he play Q.Kt.P. one square, you take P. with Q.B., checking; if he take Q.B., you will take R. with Q., and afterwards win a piece. But if K. to Q.B. square.
19. Q.R. to K. square.

FIRST DEFENCE.

19. If he play B. to K.R. sixth, you would checkmate in two moves. But if Q.Kt.P. one square.
20. Q.B. takes P. 20. Q.R.P. takes B.
21. Q. takes Q.R. 21. K.Kt. to K. second.
22. K.B. to Q.R. sixth.+ 22. K. to Q.B. second.
23. Q. to Q.Kt. seventh.+ 23. K. to Q. third.
24. Q. takes Q.Kt.P., checks, and wins.

SECOND DEFENCE.

19. K.Kt. to K.R. third.
20. Q.R. to K. seventh. 20. Q. to K.Kt. square.
21. Q.B. to Q. sixth.

In the first place,

21. Q. to Q. square.
22. Q. to Q.B. fifth.+ 22. Q.Kt. interposes.
23. Q.P. takes Kt. 23. Q. to Q.Kt. third; if he

had taken the P. he would have been checkmated in one or two moves.

24. P. takes P., gives double check, and will checkmate in two moves.

In the second place,

	21. Q.Kt.P. one square.
22. Q. to Q.B. third.	22. K. to Q.Kt. second.
23. K.B. to Q.Kt. fifth.	23. Q. to Q.B. square.
24. Q.R. takes B.+	24. Q.Kt. takes R.

25. K.B. to Q.B. sixth, checks, and wins the Queen.

VARIATION,

BEGINNING AT THE SEVENTEENTH MOVE OF THE BLACK.

	17. K.Kt. to K. second.
18. Q. to Q.R. fifth.+	18. If he play Q.Kt.P. one square, you should take it with Q.B. But if K. to Q.B. square.
19. Q.P. one square.	19. Q.Kt.P. one square.
20. K.B. to Q.R. sixth.+	20. Q.Kt. takes B.
21. Q. takes Kt.+	21. K. to Q.Kt. square.
22. Q.P. takes Kt.	

FIRST DEFENCE.

	22. Q.Kt.P. takes B.
23. Q. to Q. sixth.+	23. K. to Q.B. square.
24. K.R. to K.B. third.	24. Q. to K.Kt. fourth.

25. K.R. to Q.B. third, and will win.

SECOND DEFENCE.

	22. K. to Q.B. second.

23. B. to Q. sixth.+

In the first place,

	23. K. to Q.B. third.
24. Q. to Q.B. fourth.+	24. K. takes B.

25. K.R. to K. square. 25. B. to K.Kt. fifth.
26. Checkmates in three moves.

In the second place,

23. K. takes B.
24. Q.R. to Q. square.+ 24. K. to Q.B. second.
25. Q.R. takes B.+ 25. K. takes Q.R.
26. Q. to Q.Kt. seventh.+ 26. K. to K. square.
27. K.R. to K. square, and will win.

THIRTEENTH GAME.

White.	Black.
1. *K.P. two squares.*	1. *K.P. two squares.*
2. *K.B.P. two squares.*	2. *K.P. takes P.*
3. *K.Kt. to K.B. third.*	3. *K.Kt.P. two squares.*
4. *K.B. to Q.B. fourth.*	4. *K.Kt.P. one square.*
5. *Q.P. two squares.*	5. *P. takes K.Kt.*
6. *Q. takes P.*	6. Q.P. two squares.
7. K.B. takes P.	7. If he check with Q. at K.R. fifth, you play K.Kt.P. one square, and will win. But if

FIRST DEFENCE.

Q.B.P. one square.

8. K.B. takes K.B.P.+ I have some doubts whether this sacrifice of K.B. be good play. Major Jaenisch states that it causes the loss of the game; see his mode of play in the First Variation; instead of giving up K.B. he recommends playing it to Q.B. third, as in the Second Variation.

8. K. takes K.B.

9. Q.B. takes P. In the Third Variation this Pawn is taken by the Queen.

9. If he take Q.P. he loses

the Queen. If he play K. to K. square, you play B. to K. fifth, and win. If he play Q. to K.B. third, you gain a piece, and will win, from the superiority of position and pawns. But if

In the first place,

	K.Kt. to K.B. third.
10. Q.B.P. one square.	In the Fourth Variation Q.B. takes Q.Kt.
	10. K. to K. square.
11. B. to K.Kt. fifth.	11. K.B. to K. second.
12. K. castles.	12. K.R. to K.B. square.
13. K.P. one square.	13. K.Kt. to Q. fourth.
14. Q. takes R.+	14. K.B. takes Q.
15. Q.B. takes Q.	15. K. takes B.
16. K.R. takes B.+	16. K. to Q.B. second.
17. K.R. to K.B. seventh.+	17. K. moves.
18. K.R. takes K.R.P., and ought to win.	

In the second place,

	9. K. to K.Kt. second.
10. K. castles.	10. K.Kt. to K.B. third. (A.)
11. Kt. to Q.B. third.	11. Q. takes Q.P.+ (B.)
12. K. to K.R. square.	12. K.R. to K.Kt. square.
13. Q.R. to Q. square.	13. Q. to Q.B. fourth.
14. Q.B. to K. third.	14. Q. to K. second.
15. B. to Q. fourth.	15. Q.Kt. to Q. second.
16. K.P. one square.	16. K. to R. square. (C.)
17. P. takes K.Kt.	17. Q. to K.B. second.
18. Q.R. to K. square.	18. Q.B.P. one square.
19. Q.R. to K. seventh.	19. Q. to K.Kt. third.
20. P. to K.B. seventh.+	20. P. takes B. (D.)
21. P. takes K.R.	21. K. takes P.
22. Q. to Q. fifth.+	22 K. to R. square.
23. Q. takes P.+	23. K.B. to K.Kt. second.
24. Q. to Q. fifth.	24. Kt. to K.B. third.
25. Q. to Q. eighth.+	25. Kt. to K.Kt. square.
26. Q.R. to K. eighth.	26. K.B. to K.R. third. (E.)

27. K.R. to K.B. sixth. 27. Q. to K.Kt. fourth.
28. K.R. takes B. 28. Q. takes Q.
29. Q.R. takes Q. 29. K. to K.Kt. second.
30. K.R. to its fifth, and wins.

(A.)

10. Q. takes Q.P.+
11. Q.B. interposes. 11. Q. to Q. second.
12. Q. to K.Kt. third.+ 12. Q. interposes.
13. Checkmates in three moves.

(B.)

11. K.B. to K. second.
12. Q. to K.Kt. third.+

FIRST METHOD.

12. K. to B. second.
13. K.P. one square. 13. It would be bad play to take Q.P. with Q., checking; therefore, K.R. to K.Kt. square.
14. Q. to Q. third. 14. K.R. to K.Kt. third.
15. P. takes K.Kt. 15. K.B. takes P.
16. Q.B. to K. fifth.

In the first place,

16. K. to K.Kt. square.
17. Q. to Q.B. fourth.+ 17. K. to Kt. second (F.)
18. K.R. takes B. 18. R. takes R.
19. Kt. to K. fourth. 19. Kt. to Q. second.
20. Kt. takes R. and wins; for if Black take Kt. with Kt., you will play R. to K.B. square, and win Kt. &c.

(F.)

17. K. to B. square.
18. Kt. to K. fourth. 18. Kt. to Q. second.
19. Kt. takes K.B. 19. Kt. takes Kt.
20. B. takes Kt. and wins.

In the second place,

	16. K. to Kt. second.
17. K.R. takes B.	17. R. takes R.
18. Kt. to K. fourth.	18. Kt. to Q. second.
19. Kt. takes R. and wins.	

SECOND METHOD.

	12. K.Kt. to its fifth.
13. K.R.P. one square.	13. Q. takes P.+
14. K. to R. square.	14. K.R.P. two squares.
15. Q.R. to Q. square.	15. Q. to Q.B. fourth.
16. Q.Kt.P. two squares.	16. Q. takes P.
17. B. to K. fifth, checks, and ought to win.	

(C.)

	16. K.Kt. to K. square.
17. K.P. one square.+	17. Q.Kt. to K.B. third.
18. Kt. to K. fourth.	18. K. to R. square.
19. Kt. takes Kt.	19. K.B. to K.Kt. second.
20. Kt. takes R.	20. K. takes Kt.
21. Q. to K.B. seventh.+	21. Q. takes Q.
22. Checkmates in three moves.	

(D.)

	20. K.R. interposes.
21. B. takes R.+	21. Q. takes B.
22. Q.R. to K. eighth.	22. If he play Kt. to K. fourth, or to Q.Kt. third, he would be checkmated in three moves; therefore
	K.R.P. one square.
23. Kt. to Q. fifth.	23. If he play Kt. to K. fourth, you should take K.B. with R., winning a piece. If
	Kt. to Q.Kt. third.
24. Kt. takes Kt.	24. P. takes Kt.
25. Q. to K.B. fourth, and will win; for whatever the Black may move he must lose a piece.	

(E.)

	26. K.B. takes Kt.
27. P. takes B.	27. B. to K.R. sixth.
28. Q. to Q. fourth.+	28. Q. to K.Kt. second.
29. Q. takes Q.+	29. K. takes Q.
30. R. takes R., and wins.	

SECOND DEFENCE.

1. *K.P. two squares.*	1. *K.P. two squares.*
2. *K.B.P. two squares.*	2. *K.P. takes P.*
3. *K.Kt. to K.B. third.*	3. *K.Kt.P. two squares.*
4. *K.B. to Q.B. fourth.*	4. *K.Kt.P. one square.*
5. *Q.P. two squares.*	5. *P. takes K.Kt.*
6. *Q. takes P.*	6. *Q.P. two squares.*
7. *K.B. takes P.*	7. K.Kt. to K.B. third.
8. K. castles.	

In the first place,

	8. Q.B.P. one square.
9. K.B. takes K.B.P.+	9. K. takes B.
10. Q.B.P. one square.	10. K. to K. square.
11. Q.B. takes P.	11. K.B. to K. second.
12. B. to K.Kt. fifth.	12. K.R. to K.B. square, and the position is the same as in the First Defence.

In the second place,

	8. K.Kt. takes B.
9. K.P. takes Kt.	9. Q. to K.B. third; instead of this move Black might play K.B. to Q. third, defending the Gambit Pawn. Ghulam Kassim does not give this move, which is, however, deserving of examination.
10. Q. to K. fourth.+	10. K. to Q. square.
11. Q.B. takes P.	11. Q. to K. second.
12. Q. to K.B. third.	12. K.R. to K.Kt. square.
13. Q.Kt. to Q. second.	13. Q.B. to K.Kt. fifth.
14. Q. to K.B. second.	14. Q.Kt. to Q. second.
15. Q.R. to K. square.	15. Q. to K.B. third.

16. Kt. to K. fourth.	16. Q. to K. Kt. third.
17. Q. B. P. two squares.	17. K. B. to Q. third.
18. B. takes K. B.	18. Q. B. P. takes B.
19. Q. B. P. one square.	19. P. takes P.
20. Q. P. takes P.	20. K. R. to K. square.
21. Kt. to Q. sixth.	21. K. R. takes R.
22. Q. takes R.	22. K. to Q. B. second (G.)
23. Q. to K. Kt. third.	23. K. to Q. square.
24. Kt. takes Q. Kt. P.+	24. K. to Q. B. square.
25. Kt. to Q. sixth.+	25. K. to Q. square.
26. Kt. takes K. B. P.+	26. If he play K. to K. square, or to K. second, you would check with Q. at K. third, and win; therefore K. to Q. B. square.
27. Q. B. P. one square.	27. Kt. to K. B. third.
28. Q. P. one square.	28. Q. takes Kt.
29. Q. takes B.+	29. If he take Q. with Kt., you would take Q. with R., and win; therefore K. to Q. square.
30. R. takes Kt., and wins.	

(G.)

	22. Kt. takes Q. B. P.
23. Kt. takes K. B. P.+	23. K. to Q. B. second.
24. Q. to K. seventh.+	24. Kt. interposes.
25. R. to Q. B. square.+	25. K. to Q. Kt. third.
26. Q. to Q. Kt. fourth.+	26. K. to Q. R. third.
27. Kt. to Q. sixth.	27. B. to K. seventh.
28. Q. takes Q. Kt. P.+	28. K. to Q. R. fourth.
29. Q. Kt. P. two squares.+	29. K. to Q. R. fifth.
30. Q. takes Kt.+, and wins the Queen at the least.	

FIRST VARIATION,

BEGINNING AT THE TENTH MOVE OF THE BLACK.

White.	Black.
1. *K. P. two squares.*	1. *K. P. two squares.*
2. *K. B. P. two squares.*	2. *K. P. takes P.*

3. *K. Kt. to K. B. third.*	3. *K. Kt. P. two squares.*
4. *K. B. to Q. B. fourth.*	4. *K. Kt. P. one square.*
5. *Q. P. two squares.*	5. *P. takes K. Kt.*
6. *Q. takes P.*	6. *Q. P. two squares.*
7. *K. B. takes P.*	7. *Q. B. P. one square.*
8. *K. B. takes K. B. P.*+	8. *K. takes K. B.*
9. *Q. B. takes P.*	9. *K. Kt. to K. B. third.*
10. *Q. B. P. one square.*	10. Q. B. to K. Kt. fifth.

11. If you play Q. to K. Kt. third, he will move K. R. to K. Kt. square; therefore

Q. to K. third.	11. K. B. to K. Kt. second.
12. K. castles.	12. K. R. to K. square.
13. Q. B. to K. Kt. fifth.	13. K. to K. Kt. square, and

Black has the best of the game. If, on the tenth move, you had played K. P. one square, Black would have taken Q. P. with Q., and on your taking K. Kt. have checked with K. B., and afterwards with K. R., having a good game.

SECOND VARIATION,

BEGINNING AT THE EIGHTH MOVE OF THE WHITE.

White.	Black.
1. *K. P. two squares.*	1. *K. P. two squares.*
2. *K. B. P. two squares.*	2. *K. P. takes P.*
3. *K. Kt. to K. B. third.*	3. *K. Kt. P. two squares.*
4. *K. B. to Q. B. fourth.*	4. *K. Kt. P. one square.*
5. *Q. P. two squares.*	5. *P. takes K. Kt.*
6. *Q. takes P.*	6. *Q. P. two squares.*
7. *K. B. takes P.*	7. *Q. B. P. one square.*
8. K. B. to Q. Kt. third.	8. Q. takes Q. P.
9. Q. B. takes P.	9. If he take Q. Kt. P., you move Q. to K. R. fifth, &c. But if K. Kt. to K. B. third.
10. Q. Kt. to Q. second.	10. Q. B. to K. Kt. fifth.
11. Q. to K. Kt. third.	11. If he play Q. Kt. to Q. second, you move Q. B. P. one square, and afterwards K. P. one square. But if

K. Kt. takes K. P.

12. Q. Kt. takes Kt. 12. Q. takes Kt.+

13. Q. to K. second, and you have a good game.

THIRD VARIATION,

BEGINNING AT THE NINTH MOVE OF THE WHITE.

White.	Black.
1. *K. P. two squares.*	1. *K. P. two squares.*
2. *K. B. P. two squares.*	2. *K. P. takes P.*
3. *K. Kt. to K. B. third.*	3. *K. Kt. P. two squares.*
4. *K. B. to Q. B. fourth.*	4. *K. Kt. P. one square.*
5. *Q. P. two squares.*	5. *P. takes K. Kt.*
6. *Q. takes P.*	6. *Q. P. two squares.*
7. *K. B. takes P.*	7. *Q. B. P. one square.*
8. *K. B. takes K. B. P.*+	8. *K. takes K. B.*
9. Q. takes P.+	

FIRST DEFENCE.

9. Q. to K. B. third.

10. Q. to Q. B. seventh.+ 10. If he interpose any piece but the Queen, you play K. R. to K. B. square. If he play Q. to K. second, you castle, and afterwards take Q. B.; therefore

K. to K. Kt. third.

11. K. R. to K. B. square. 11. Q. to K. Kt. second.

12. Q. takes Q. B. 12. K. Kt. to K. B. third.

13. Q. to K. B. fifth.+ 13. K. to K. B. second.

14. K. P. one square, and will win.

SECOND DEFENCE.

9. K. Kt. to K. B. third.

10. K. P. one square. 10. K. B. to K. Kt. second.

11 K. castles. 11. K. R. to K. B. square.

12. If you take K. Kt. with K. P., he will play K. to Kt. square, and have the best of the game. Suppose you play

Q. to K.R. fourth.	12. K. to K.Kt. square.
13. Q.B. to K.Kt. fifth.	13. Q.Kt. to Q. second.
14. Q.Kt. to Q.B. third.	14. K.R.P. one square, and will win.

FOURTH VARIATION,

BEGINNING AT THE TENTH MOVE OF THE WHITE.

White.	Black.
1. *K.P. two squares.*	1. *K.P. two squares.*
2. *K.B.P. two squares.*	2. *K.P. takes P.*
3. *K.Kt. to K.B. third.*	3. *K.Kt.P. two squares.*
4. *K.B. to Q.B. fourth.*	4. *K.Kt.P. one square.*
5. *Q.P. two squares.*	5. *P. takes Kt.*
6. *Q. takes P.*	6. *Q.P. two squares.*
7. *K.B. takes P.*	7. *Q.B.P. one square.*
8. *K.B. takes K.B.P.*+	8. *K. takes B.*
9. *Q.B. takes P.*	9. *K.Kt. to K.B. third.*
10. Q.B. takes Q.Kt.	10. Q.R. takes B.
11. Q.B.P. one square.	11. Q.B. to K.Kt. fifth.
12. Q. to K.B. fourth.	12. K.B. to Q. third.
13. K.P. one square.	13. K.B. takes K.P.
14. Q.P. takes B.	14. Q. to Q. eighth.+
15. K. to K.B. second.	15. Q. to K. seventh.+
16. K. to K.Kt. third.	16. Q.B. to K.B. fourth, and afterwards checks with K.R., winning easily.

FOURTEENTH GAME.

White.	Black.
1. *K.P. two squares.*	1. *K.P. two squares.*
2. *K.B.P. two squares.*	2. *K.P. takes P.*
3. *K.Kt. to K.B. third.*	3. *K.Kt.P. two squares.*
4. *K.B. to Q.B. fourth.*	4. *K.Kt.P. one square.*

5. *Q. P. two squares.* 5. *P. takes Kt.*
6. *Q. takes P.* 6. *Q. P. one square.*
7. *K. castles.* 7. *Q. to K. B. third.*
8. *K. to K. R. square.* 8. *K. B. to K. R. third.*
9. *Q. Kt. to Q. B. third.* 9. Q. takes P.
10. K. B. takes K. B. P.+ 10. K. takes K. B.
11. Q. to K. R. fifth.+

FIRST DEFENCE.

11. K. to K. Kt. second.
12. Q. B. takes P. 12. If he play Q. B. to K. third, you will checkmate in two moves. If he play Q. to K. B. third, you will win the Queen at the least; therefore
K. B. takes B.
13. K. R. takes B. 13. K. Kt. to K. B. third.
14. Q. to K. Kt. fifth.+ 14. K. to K. B. second.
15. Q. R. to K. B. square. 15. Q. Kt. to Q. second.
16. Kt. to Q. fifth. 16. Q. to K. fourth.
17. K. R. takes Kt.+ 17. Kt. takes R.
18. R. takes Kt.+ 18. K. to K. square.
19. Q. to K. Kt. seventh, and will win.

SECOND DEFENCE.

11. If he play K. to K. third, he loses Q. B. If he play K. to K. B. square, or to K. B. third, you should take P. with Q. B. But if
K. to K. second.
12. Kt. to Q. fifth.+ 12. If he play K. to Q. second, you should check with Q. at K. R. third, and on his playing K. to Q. square, you check again with Q. at K. R. fourth, as it is important that the Queen should be on this line to prevent the K. Kt. from being played. But suppose he plays
K. to Q. square.
13. Q. to K. R. fourth.+ 13. K. to Q. second.
14. Q. B. takes P.

In the first place,

	14. K.B. takes B.
15. K.R. takes B.	15. Q. to K.Kt. second.
16. Q.R. to K.B. square.	16. K.Kt. to K.R. third.
17. K.R. to K.B. seventh.+	17. K.Kt. takes R.
18. Q. to K. seventh.+	18. K. to Q.B. third.
19. Q. takes Q.B.P.+	19. K. to Q.Kt. fourth.

20. Checkmates in four moves.

In the second place,

	14. K.B. to K.Kt. second.
15. Q.B. to K. third.	15. Q. to K. fourth.
16. K.R. to K.B. seventh.+	16. K. to K. square.
17. Q.R. to K.B. square.	17. If he play Q.Kt. to Q.R. third, you play Q.B. to Q. fourth, and win. But if K.Kt. to K.B. third.
18. K.R. takes Kt.	18. He would lose the Queen if he were to take R. with K.B.; therefore K.R. to K.B. square.
19. K.R. takes R.+	19. K.B. takes R.
20. Kt. to K.B. sixth.+	20. K. to Q. square.

21. Kt. to K.Kt. fourth, checks, and wins the Queen.

In the third place,

	14. Q. to K.Kt. second.
15. K.P. one square.	15. K.B. takes B.
16. K.R. takes B.	16. Q.P. takes P. (A.) (B.)
17. K.R. to K.Kt. fourth.	17. Q. to K.B. second. (C.)
18. Q.R. to Q. square.	18. If he play Q.Kt. to Q.B. third, you will play Q. to K.Kt. third, and win. If he play K. to K. third, you play Q. to K.R. third; and if he then play Q. to K.B. fourth, you would play Kt. to K. third, and win. But if Q.Kt. to Q.R. third. (D.)
19. K.R. to Q.B. fourth.	19. If he play K. to K. square, you would win by taking Q.B.P. with Kt. If he play K. to K. third, you check with Kt. at K. B. fourth;

and if he were to take Kt. with P. or Q. you would easily win. But if

Q. B. P. one square.

20. Kt. to Q. Kt. fourth.+ 20. If he play K. to Q. B. second, you would checkmate in four moves. If

K. to K. third.

21. Kt. takes Kt. 21. If the P. take Kt. you checkmate in two moves; therefore

Q. to K. second.

22. Kt. to Q. B. fifth.+ 22. K. to B. second.
23. Q. to K. R. fifth.+ 23. K. to Kt. second.
24. K. R. to Q. B. third. 24. Kt. to K. B. third.
25. K. R. to K. Kt. third.+ 25. K. to B. square. (E.)
26. Q. R. to K. B. square, and wins; for if Q. takes Kt. you will checkmate in six moves. If the Q. move to K. B. second, you take K. P. with Q., winning easily. If K. R. be played to K. Kt. square, you play Kt. to K. fourth.

(A.)

16. Q. takes P.

17. Q. to K. Kt. fourth.+ 17. If he move K. he will lose in a few moves; therefore

Q. to K. third.

18. K. R. to K. B. seventh.+ 18. K. to Q. square.
19. Q. to K. Kt. fifth.+. 19. K. to K. square.
20. Q. to K. Kt. seventh. 20. Q. takes R.
21. R. to K. square.+ 21. Q. B. interposes.
22. R. takes B.+ 22. Q. takes R.
23. Kt. takes Q. B. P.+ 23. K. to Q. square.
24. Kt. takes Q.+ 24. K. to K. square.
25. Kt. to Q. B. seventh.+ 25. K. to Q. square.
26. Kt. takes Q. R., and afterwards wins K. R., &c.

(B.)

16. If he play Q. B. P. one square, you should check with K. P., and on his moving K. to his square, you play K. R. to K. B. seventh, winning easily. But if

K. Kt. to K. second.

17. K. P. one square.+ 17. If he play K. to K. or Q. square, you play K. R. to K. B. seventh, and win. If he play K. to Q. B. third, you take Kt. with Kt. checking, and will win in a few moves; therefore

K. takes P.

18. Kt. takes Kt. 18. K. to Q. second. (F.)

19. Q. R. to K. square. 19. If he play Q. Kt. to Q. R. third, you play Kt. to K. B. fifth, and win the Queen, or checkmate in a few moves; therefore

Q. Kt. to Q. B. third.

20. Q. to K. R. third.+ 20. K. to Q. square.

21. Kt. takes Kt.+ 21. Q. Kt. P. takes Kt.

22. Q. to K. R. fourth.+ 22. K. to Q. second.

23. K. R. to K. fourth, and wins the Queen at the least.

(C.)

17. Q. to K. B. square.

18. Q. R. to Q. square. 18. Q. Kt. to Q. R. third.

19. Q. to K. Kt. third. 19. Q. B. P. one square.

20. K. R. to K. Kt. seventh.+ 20. K. to K. third.

21. Q. to K. R. third.+ 21. K. to Q. third.

22. Q. to Q. R. third.+ 22. Q. B. P. one square.

23. Checkmates in three moves.

(D.)

18. K. to K. square.

19. K. R. takes Kt.+ 19. K. R. takes R.

20. Kt. to K. B. sixth.+ 20. K. to K. second.

21. Kt. takes R.+ 21. K. to K. B. square.

22. R. to Q. eighth.+ 22. K. to Kt. second.

23. Checkmates in three moves.

(E.)

25. Q. B. interposes.

26. K. R. takes B.+ 26. Kt. takes R.

27. Q. takes Kt.+ 27. K. to K. B. square.

28. Q. to K. B. fifth.+ 28. If he play K. to K. square, or to K. Kt. second, you play R. to Q. seventh, and

win. If he play K. to K.Kt. square, you play R. to Q. third, and win; therefore

	Q. interposes.
29. Q. takes K.P.	29. K. to K.Kt. square.
30. Kt. to Q. seventh.	30. Q. to K.Kt. third.

31. R. to Q. sixth, and will win.

(F.)

18. If he play Q.B. to Q. second, you would checkmate in two moves. If he play K.R., or take Q.Kt.P. with Q., you would check with Q.R. at K. square, and win the Queen. But if

	Q.Kt. to Q.B. third. (G.)
19. Kt. takes Kt.	19. P. takes Kt.

20. Q.R. to K. square, checks, and wins the Queen at the least.

(G.)

	18. Q.B.P. one square. (H.)
19. Q.R. to K. square.+	19. K. to Q. second.

20. Kt. to K.B. fifth, and wins easily.

(H.)

	18. Kt. to Q.R. third.
19. Kt. to K.B. fifth.	19. If he play Q. to K.Kt. square, you should check with Q. at K. seventh, winning the Queen. If he take Q.Kt.P. with Q., you check with Kt. at Q. fourth, and will win in a few moves; therefore
	Q. to K.Kt. third.
20. Q. to K. seventh.+	20. K. to Q. fourth.
21. Q. to K. fourth.+	21. K. to Q.B. fourth.
22. Q. to Q. fourth.+	22. K. to Q.Kt. fourth.
23. Q.R.P. two squares.+	23. K. to Q.B. third.

24. Kt. to K. seventh, checks, and wins.

FIFTEENTH GAME.

White.	Black.
1. *K. P. two squares.*	1. *K. P. two squares.*
2. *K. B. P. two squares.*	2. *K. P. takes P.*
3. *K. Kt. to K. B. third.*	3. *K. Kt. P. two squares.*
4. *K. B. to Q. B. fourth.*	4. *K. Kt. P. one square.*
5. *Q. P. two squares*	5. *P. takes K. Kt.*
6. *Q. takes P.*	6. *Q. P. one square.*
7. *K. castles.*	7. *Q. to K. B. third.*
8. *K. to R. square.*	8. *K B. to K. R. third.*
9. *Q. Kt. to Q. B. third.*	9. Q. Kt. to Q. B. third.
10. Kt. to Q. fifth.	10. Q. takes Q. P.
11. Q. B. takes P.	

FIRST DEFENCE.

	11. Q. takes K. B.
12. Q. B. takes Q. P.	

In the first place,

	12. Q. B. to K. third.
13. Kt. takes Q. B. P.+	13. K. to Q. second.
14. Q. R. to Q. square.	14. K. to Q. B. square.
15. Q. Kt. P. one square.	15. Q. Kt. to Q. fifth. (A.)
16. Q. to K. R. fifth.	16. Q. to Q. B. sixth.
17. Kt. takes Q. B.	17. Q. Kt. takes Kt.
18. Q. takes K. B. P.	18. If he play Q. Kt. to Q. B. second, you would check with Q. at K. B. fifth, and win in a few moves. But if
	Q. to K. Kt. second.
19. Q. takes Kt.+	19. Q. interposes.
20. Q. to Q. B. fourth.+	20. Q. to Q. B. third.

21. Q. to Q. fourth, and will easily win.

(A.)

	15. Q. takes Q. B. P.
16. K. R. to K. B. second.	16. Q. Kt. to Q. fifth.

17. Q.R. takes Kt. 17. Q. to Q.B. eighth.+
18. Q.R. interposes. 18. Q. to Q.B. third.
19. Kt. takes R. and wins.

In the second place,

12. Q.B.P. takes B.
13. Q. takes K.B.P.+ 13. K. to Q. square.
14. Q. to Q.B. seventh.+ 14. K. to K. square.
15. Q. takes P. at Q. sixth. 15. Q.B. to Q. second.
16. Q.Kt.P. one square, and will win the Queen, or checkmate in four moves: and though if Black take K.R. he will have a Rook, Knight, and two Bishops for the Queen, yet he will lose the game from White's superiority of position and Pawns.

SECOND DEFENCE.

11. K.B. takes B.
12. Q. takes B. 12. If he take K.B. with Q. he will lose the Queen, or be checkmated in a few moves; therefore

Q.Kt. to K. fourth.
13. Kt. takes Q.B.P.+ 13. K. to Q. square.
14. K.R. to Q. square. 14. Q. takes K.B.
15. Q. takes Kt. 15. If he check with Q. at K.B. eighth, you will exchange Queens, and then take K.B.P. with K.R. afterwards, winning Q.R. &c; therefore

Q. takes Kt.
16. Q. takes R. and will win Kt. &c.

SIXTEENTH GAME.

White.	Black.
1. *K.P. two squares.*	1. *K.P. two squares.*
2. *K.B.P. two squares.*	2. *K.P. takes P.*
3. *K.Kt. to K.B. third.*	3. *K.Kt.P. two squares.*

4. *K. B. to Q. B. fourth.*	4. *K. Kt. P. one square.*
5. *Q. P. two squares.*	5. *K. Kt. P. takes Kt.*
6. *Q. takes P.*	6. *Q. P. one square.*
7. *K. castles.*	7. *Q. to K. B. third.*
8. Kt. to Q. R. third.	8. Q. takes Q. P.+
9. K. to R. square.	9. K. B. to K. R. third.
10. Q. B. takes P.	

FIRST DEFENCE.

	10. Q. to K. Kt. second.
11. Kt. to Q. Kt. fifth.	11. Q. Kt. to Q. R. third.
12. Q. B. takes Q. P.	12. Q. B. P. takes P.
13. Kt. takes P.+	13. If he play K. to K. B. square, he will be checkmated in two moves. If he play K. to K. second, you should play Q. to Q. R. third. If he play K. to Q. second, you play Q. to Q. square, and win easily. Therefore,
	K. to Q. square.
14. Q. to Q. square.	14. Q. B. to Q. second.
15. Kt. takes Q. Kt. P.+	15. K. to Q. B. square.
16. K. B. takes Kt.	16. K. B. P. one square.

17. Q. to Q. fifth, and wins, for if Black move K. he will lose the Queen, but if he move Q. R. you will checkmate him in four moves.

SECOND DEFENCE.

	10. Q. to K. B. third.
11. Q. to K. third.	

In the first place,

	11. Q. to K. Kt. third.
12. K. P. one square.	12. K. B. takes B.
13. K. R. takes B.	13. Q. B. to K. third.
14. K. P. takes Q. P.	14. K. Kt. to K. R. third.
15. Q. R. to K. B. square.	15. He would lose a piece if he castled; therefore,
	Q. Kt. to Q. second.

16. K.B. takes B. 16. If he take B. with Q., you will play K.R. to K. fourth. But if P. takes B.
17. K.R. to K.B. sixth. 17. Kt. takes R.
18. Q. takes P., checks, and wins.

In the second place,

11. Q.B. to K. third.
12. Q.B. takes B. 12. Q. takes B.
13. Q. to Q.B. third. 13. Q.B. takes B.
14. Kt. takes B. 14. K.B.P. one square.
15. K.P. one square. 15. K.B.P. takes P. (A.)
16. Kt. takes K.P. 16. Q. to K.Kt. second. (B.)
17. Q. to Q.Kt. third. 17. If he take Kt. with Q.P., you take Q.Kt.P. with Q., winning Q.R. If he play Q.Kt.P. one square, you play Q. to Q. fifth; and if he then move Q.B.P. one square, you take it with Kt. But if Q.B.P. one square.
18. Kt. to K.B. seventh. 18. Q.Kt.P. one square.
19. Q. to K. sixth.+ 19. K.Kt. interposes.
20. Q.R. to K. square, and will easily win.

(A.)

15. If he play Q.Kt. to Q. second, you would take Q.P. with K.P., and win. But if Q.Kt. to Q.R. third.
16. Q.R. to Q. square. 16. K. castles with Q.R.
17. Kt. takes Q.P.+ 17. K. to Q.Kt. square.
18. Kt. to K.B. seventh. 18. Q.R. takes R.
19. R. takes R., and wins the Queen.

(B.)

16. Q.P. takes Kt.
17. Q. takes K.P.+ 17. K.Kt. interposes.
18. Q. takes K.R.+ 18. K. to Q. second.

19. Q.R. to Q. square.+ 19. K. to K. third.
20. Q.R. to K. square.+ 20. K. to Q. second.
21. K.R. to K.B. seventh, and wins.

SEVENTEENTH GAME.

White.	Black.
1. *K.P. two squares.*	1. *K.P. two squares.*
2. *K.B.P. two squares.*	2. *K.P. takes P.*
3. *K.Kt. to K.B. third.*	3. *K.Kt.P. two squares.*
4. *K.B. to Q.B. fourth.*	4. *K.Kt.P. one square.*
5. *Q.P. two squares.*	5. *K.Kt.P. takes Kt.*
6. *Q. takes P.*	6. Q. to K.B. third.
7. K.P. one square.	7. Q. to K.B. fourth.
8. K. castles.	8. K.B. to K.R. third.
9. Kt. to Q.B. third.	9. If he play Q.Kt. to Q.B. third, see the First Variation. K.Kt. to K. second.
10. Kt. to K. fourth.	10. If he play K.B. to K.Kt. second, see the Second Variation. Q.Kt. to Q.B. third.
11. Q.B.P. one square.	11. If he play K.Kt. to K.Kt. third, see the Third Variation. Q.Kt.P. one square.
12. K.Kt.P. two squares.	

FIRST DEFENCE.

	12. P. takes P. *en passant.*
13. Q.B. takes B.	13. P. takes P.+
14. K. takes P.	14. Q. takes Q.
15. K.R. takes Q.	15. K. to Q. square.

16. K.B. takes P., and will afterwards win K.R. for a minor piece.

SECOND DEFENCE.

	12. Q. to K.Kt. third.
13. Q.B. takes P.	13. K.B. takes B.
14. Q. takes B.	14. K. castles.
15. K.R. to K.B. third.	15. K. to R. square.
16. Kt. to K.B. sixth.	

In the first place,

	16. Q.Kt. to Q. square.
17. K.R. to K.R. third.	17. Q.Kt. to K. third.
18. Q. to Q. second.	18. Q.Kt. to K.Kt. fourth.
19. Q. takes Kt., and wins.	

In the second place,

	16. K.Kt. to K.Kt. square.
17. K.B. to Q. third.	17. If he play Q. to K.R. third, you would play K.Kt.P. one square, and on his then playing Q. to K.Kt. second, you would win the Queen by moving K.Kt. to K.R. fifth. Therefore,
	Q. to K.Kt. second.
18. K.R. to K.R. third.	18. If he take Kt. with K.Kt., you take Kt. with K.P., and if he then play Q. to K.Kt. square, you take K.R.P. with B., and win; but if instead of playing Q. to K.Kt. square he were to take P. with Q., checking, you would take his Queen, and on his playing K.R. to K.Kt. square, give checkmate with K.R. Therefore,
	K.R.P. one square.
19. Kt. to K.R. fifth.	19. Q. to K.Kt. fourth.
20. Q. takes Q.	20. P. takes Q.
21. Kt. to K.B. sixth.+	21. K.Kt. interposes.
22. Checkmates in two moves.	

FIRST VARIATION,

BEGINNING AT THE NINTH MOVE OF THE BLACK.

	9. Q.Kt. to Q.B. third.
10. Kt. to K. second.	10. K.Kt. to K. second.

11. K.B. to Q. third.	11. Q. to K. third.
12. Q.B.P. one square.	12. K.Kt. to K.Kt. third.
13. Q. to K.R. fifth.	13. K.B. to K.Kt. second.
14. Q.B. takes P.	14. K. castles.
15. Kt. to K.Kt. third.	

FIRST DEFENCE.

	15. Q.P. two squares.
16. Kt. to K.B. fourth.	16. Q.Kt. to K. second.
17. Kt. takes K.B.	17. K. takes Kt.
18. Q. to K.R. sixth.+	18. K. to R. square.
19. Q.B. to K.Kt. fifth.	19. Q.Kt. to K.Kt. square.
20. Q.B. to K.B. sixth.+	20. Q.Kt. takes B.
21. K.R. takes Kt.	21. Q. to K. second.
22. K.B. takes Kt. and wins.	

SECOND DEFENCE.

	15. Q.Kt. to K. second.
16. Kt. to K. fourth.	

In the first place,

	16. K.R.P. one square.
17. Q.B. takes K.R.P.	17. K.B. takes B. (A.)
18. Q. takes B.	18. K.B.P. one square.
19. Kt. takes P.+	19. K.R. takes Kt.
20. K.R. takes R. and wins.	

(A.)

	17. K.B.P. one square.
18. Q.B. takes B.	18. K. takes B.
19. P. takes P.+	19. K.R. takes P.
20. K.R. takes R.	20. Q. to K.Kt. square.
21. Kt. to K.Kt. fifth, and wins.	

In the second place,

	16. K.B.P. one square.
17. K.P. takes P.	17. K.B. takes P. (B.)

18. Q.B. to K. fifth. 18. If he take B. you would play Kt. to K.Kt. fifth, and win easily; therefore Q.Kt. to Q. fourth.
19. Q.B. takes B. 19. Q.Kt. takes B. (C.)
20. Kt. takes Kt.+ 20. K.R. takes Kt.
21. K.R. takes R. 21. Q. takes R.
22. B. to Q.B. fourth.+ 22. K. to Kt. second.
23. R. to K.B. square. 23. Q. to K. second.
24. R. to K.B. seventh.+ 24. Q. takes R.
25. B. takes Q. 25. K. takes B.
26. Q. takes P., checks, and ought to win.

(B.)

17. K.Kt. takes B.
18. K.R. takes Kt. 18. K.B. takes P.
19. Kt. takes B.+ 19. K.R. takes Kt.
20. Q. takes K.R.P.+ 20. K. to B. square.
21. K.R. takes R.+ 21. Q. takes R.
22. Q.R. to K.B. square, winning the Queen.

(C.)

19. Q.Kt. to K.B. fifth.
20. Q. to K.R. sixth. 20. If he take B. with K.R. you should take R. with Kt., checking, and afterwards take the Kt. with B. But if K.R. to K.B. second.
21. K.R. takes Kt. 21. Kt. takes R.
22. Q. takes Kt. 22. Q.P. two squares.
23. Q. to K.Kt. fifth.+ 23. K. to B. square.
24. Q. to K.R. sixth.+ 24. If he play K. to K. square, you move R. to K. square, and win; therefore K. to Kt. square.
25. Kt. to K.Kt. fifth. 25. Q. to K. sixth.+
26. K. to R. square. 26. Q. takes B.
27. Kt. takes K.R. 27. K. takes Kt.
28. Q. to K.Kt. seventh, checks, and wins the Queen.

SECOND VARIATION,

BEGINNING AT THE TENTH MOVE OF THE BLACK.

	10. K.B. to K.Kt second.
11. K.B. to Q. third.	11. Q. to K. third.
12. Q.B. takes P.	12. K.Kt. to its third.
13. Kt. to K.Kt. fifth.	13. Q. to K. second.
14. Q.B. to K. third.	14. K. castles.
15. Q. to K.R. fifth.	15. K.R.P. one square.
16. Kt. takes K.B.P.	

In the first place,

	16. K.Kt. to K.B. fifth.
17. K.R. takes Kt.	17. K.R. takes Kt.
18. K.R. takes R.	18. Q. takes R.

19. Q.B. to K.R. seventh, checks, and wins the Queen.

In the second place,

	16. K.R. takes Kt.
17. Q. takes Kt.	17. If he play K. to K.B. square, he loses Q.; therefore Q. to K. third.
18. Q. to K.R. seventh.+	18. K. to K.B. square.
19. K.B. to K.Kt. sixth.	19. K.R. takes R.+
20. R. takes R.+	20. K. to K. second.

21. Checkmates in three moves.

THIRD VARIATION,

BEGINNING AT THE ELEVENTH MOVE OF THE BLACK.

	11. K.Kt. to its third.
12. K.Kt.P. two squares.	12. K.Kt. to K.R. fifth.
13. K.Kt.P. takes Q.	13. K.Kt. takes Q.+
14. K.R. takes Kt.	14. Q.P. one square.
15. Kt. to K.B. sixth.+	15. K. to Q. square.
16. Q.B. takes P.	16. K.B. takes B.
17. K.R. takes B.	17. Q.P. takes P.

18. Q.P. takes P.	18. Kt. takes P.
19. Q.R. to Q. square.+	19. K. to K. second.
20. Kt. to Q. fifth.+	20. K. to B. square.
21. Kt. takes Q.B.P.	

In the first place,

	21. Q.R. to Q.Kt. square.
22. Q.R. to Q. eighth.+	22. K. to Kt. second.
23. K.B.P. checks.	23. K. moves.
24. Q.R. takes R. and wins.	

In the second place,

	21. K.R. to K.Kt. square.+
22. K. to R. square.	22. Q.R. to Q.Kt. square.
23. K.R. to K. fourth.	23. Kt. takes B.
24. Q.R. to Q. eighth.+	24. K. to Kt. second.
25. K.R. to K.Kt. fourth.+	25. K. to K.B. third. (A.)
26. K.R. takes R.	26. Kt. to Q.Kt. third.
27. Kt. to K. eighth+	27. K. moves.
28. Kt. to Q. sixth, and will win a piece.	

(A.)

	25. K. to K.R. third.
26. K.R. takes R.	26. Kt. to Q.Kt. third.
27. Q.R. to Q. third.	27. B. takes K.B.P.
28. Q.R. to Q. sixth.+	28. K. moves.
29. K.R. takes R. and wins.	

EIGHTEENTH GAME.

White.	Black.
1. *K.P. two squares.*	1. *K.P. two squares.*
2. *K.B.P. two squares.*	2. *K.P. takes P.*
3. *K.Kt. to K.B. third.*	3. *K.Kt.P. two squares.*
4. *K.B. to Q.B. fourth.*	4. *K.Kt.P. one square.*

5. *Q. P. two squares.*	5. *P. takes K. Kt.*
6. *Q. takes P.*	6. *Q. P. one square.*
7. *K. castles.*	7. *Q. to K. B. third*
8. *K. to K. R. square.*	8. Q. takes Q. P.
9. Q. to Q. Kt. third.	9. Q. to K. Kt. second.
10. Q. B. takes P.	

FIRST DEFENCE.

	10. Q. Kt. to Q. B. third.
11. Kt. to Q. B. third.	11. Q. Kt. to Q. fifth.
12. K. B. takes K. B. P.+	12. Q. takes K. B.
13. Q. takes Q.+	13. K. takes Q.
14. B. to K. fifth.+	14. K. Kt. to K. B. third.
15. B. takes K. Kt.	15. K. R. to K. Kt. square.

16. B. takes Kt., checks, and wins.

SECOND DEFENCE.

	10. K. Kt. to K. B. third.
11. Q. Kt. to Q. B. third.	11. K. R. to K. Kt. square.

12. K. Kt. P. one square. 12. If he play K. B. to K. second, see the First Variation. If he play Q. Kt. to Q. B. third, you should play Q. Kt. to its fifth, and if he then were to play Q. Kt. to Q. R. fourth, you ought to move Q. to Q. R. fourth, &c. But if

	Q. B. P. one square.
13. K. P. one square.	13. Q. P. takes P.

14. Q. B. takes P. 14. If he play Q. Kt. to Q. second, see the Second Variation. But if

	K. B. to K. second.
15. Kt. to K. fourth.	15. Q. Kt. to Q. second.

16. Kt. to Q. sixth.+ 16. If he play K. to B. square, see the Third Variation. But if

	K. B. takes Kt.
17. Q. B. takes B.	17. K. to Q. square.
18. K. B. takes K. B. P.	18. K. R. to its square.
19. Q. to K. sixth.	19. K. Kt. to Q. fourth.
20. Q. R. to K. square.	20. Q. Kt. to K. B. third.
21. Q. B. to K. seventh.+	21. K. to Q. B. second.

22. Q. to Q. sixth.+ 22. K. to Q. Kt. third.
23. K. R. takes Q. Kt. 23. Kt. takes R.
24. Q. to Q. fourth.+ 24. If he play K. to Q. B. second, you will win the Queen by checking with Q. B. at Q. sixth. If he play K. to Q. Kt. fourth, you will checkmate in four moves. If he interpose P. you will checkmate in three moves; therefore

In the first place,

K. to Q. R. fourth.

25. Q. B. to Q. Kt. fourth.+ 25. If he play K. to K. R. fifth, you will checkmate him in three moves. If he play K. to Q. Kt. fourth, you win in two moves. But if

K. to Q. R. third.

26. Q. to Q. B. fourth.+ 26. K. to Q. Kt. third.
27. Q. to Q. B. fifth.+ 27. K. to Q. B. second.
28. Q. to K. fifth, checks, and will checkmate the next move.

In the second place,

24. K. to Q. R. third.

25. Q. to Q. B. fourth.+ 25. If he interpose P. you will checkmate in four moves. If he play K. to Q. Kt. third, you check with Q. B. at its fifth, and afterwards checkmate in two or three moves. But if

K. to Q. R. fourth.

26. Q. B. to Q. Kt. fourth.+ 26. K. to Q. Kt. third.
27. Q. B. to its fifth.+ 27. If he play K. to Q. R. fourth, you checkmate in two moves; therefore

K. to Q. B. second.

28. Q. to K. B. fourth.+ 28. K. to Q. square.
29. Q. B. to K. seventh.+ 29. K. to Q. second.
30. Q. checkmates.

FIRST VARIATION,

BEGINNING AT THE TWELFTH MOVE OF THE BLACK.

White.	Black.
1. *K. P. two squares.*	1. *K. P. two squares.*
2. *K. B. P. two squares.*	2. *K. P. takes P.*

3. *K. Kt. to K. B. third.*	3. *K. Kt. P. two squares.*
4. *K. B. to Q. B. fourth.*	4. *K. Kt. P. one square.*
5. *Q. P. two squares.*	5. *P. takes K. Kt.*
6. *Q. takes P.*	6. *Q. P. one square.*
7. *K. castles.*	7. *Q. to K. B. third.*
8. *K. to K. R. square.*	8. *Q. takes Q. P.*
9. *Q. to Q. Kt. third.*	9. *Q. to K. Kt. second.*
10. *Q. B. takes P.*	10. *K. Kt. to K. B. third.*
11. *Q. Kt. to Q. B. third.*	11. *K. R. to K. Kt. square.*
12. *K. Kt. P. one square.*	12. K. B. to K. second.
13. K. P. one square.	13. Q. P. takes P.
14. Q. B. takes P.	

FIRST DEFENCE.

	14. Q. Kt. to Q. B. third.
15. Q. B. takes Kt.	15. K. B. takes B.
16. Kt. to K. fourth.	16. Q. Kt. to Q. fifth.
17. Q. to K. third, and wins.	

SECOND DEFENCE.

	14. Q. Kt. to Q. second.
15. Q. B. takes Kt.	

In the first place,

	15. Kt. takes B.
16. Q. R. to K. square.	16. Q. B. to K. third. (A.)
17. B. takes B.	17. P. takes B.
18. Q. takes K. P.	18. K. R. to K. B. square.
19. Kt. to Q. Kt. fifth.	19. K. to Q. square.
20. Q. R. to Q. square.+	20. B. interposes.
21. Kt. takes B.	21. P. takes Kt.
22. Q. R. takes P.+	22. K. to Q. B. second.
23. K. R. takes Kt. and wins.	

(A.)

	16. K. to B. square.
17. Kt. to Q. fifth.	17. Kt. takes Kt. (B.)
18. B. takes Kt.	18. K. B. P. one square.

19. B. takes K.R.	19. Q. takes B.

20. Q. takes Q. and afterwards wins K.B.

(B.)

	17. Q.B. to K. third.
18. Kt. takes K.B.	18. K. takes Kt.
19. K.B. takes B.	19. P. takes B.
20. Q. takes P.+	20. K. to Q. square.
21. Q.R. to Q. square.+	21. Kt. interposes.

22. K.R. to K.B. seventh, and will win.

In the second place,

	15. K.B. takes B.
16. Kt. to Q. fifth.	16. K. to Q. square.
17. Kt. takes B.	17. Kt. takes Kt.
18. Q.R. to Q. square.+	18. B. interposes.
19. Q. takes Q.Kt.P.	19. Q.R. to Q.B. square.
20. Q. to Q.B. sixth.	20. K. to K. square.
21. K.R. to K. square.+	21. K. to Q. square.

22. B. to Q.Kt. fifth, and wins.

SECOND VARIATION,

BEGINNING AT THE FOURTEENTH MOVE OF THE BLACK.

White.	Black.
1. *K.P. two squares.*	1. *K.P. two squares.*
2. *K.B.P. two squares.*	2. *K.P. takes P.*
3. *K.Kt. to K.B. third.*	3. *K.Kt.P. two squares.*
4. *K.B. to Q.B. fourth.*	4. *K.Kt.P. one square.*
5. *Q.P. two squares.*	5. *P. takes K.Kt.*
6. *Q. takes P.*	6. *Q.P. one square.*
7. *K. castles.*	7. *Q. to K.B. third.*
8. *K. to K.R. square.*	8. *Q. takes Q.P.*
9. *Q. to Q.Kt. third.*	9. *Q. to K.Kt. second.*
10. *Q.B. takes P.*	10. *K.Kt. to K.B. third.*
11. *Q.Kt. to Q.B. third.*	11. *K.R. to K.Kt. square.*
12. *K.Kt.P. one square.*	12. *Q.B.P. one square.*
13. *K.P. one square.*	13. *Q.P. takes P.*

14. *Q. B. takes P.* 14. Q. Kt. to Q. second.
15. Kt. to K. fourth. 15. Q. Kt. takes B.
16. Kt. takes K. Kt.+ 16. If he play K. to Q. square, you check with Q. R., and if he interpose Q. B. you take Q. Kt. P. with Q., and win; but if he interpose Kt. you take it with Kt. and win; therefore K. to K. second.
17. B. takes K. B. P.

FIRST DEFENCE.

17. K. R. to K. R. square.
18. Q. to K. third. 18. Q. takes B.
19. Q. takes Kt.+ 19. If he interpose Q. B. you will checkmate in two moves; therefore Q. interposes.
20. Q. to Q. B. seventh.+ 20. Q. B. interposes.
21. Q. R. to K. square, and wins.

SECOND DEFENCE.

17. Kt. takes B.
18. Kt. takes K. R.+ 18. Q. takes Kt.
19. Q. R. to K. square.+ 19. K. to Q. third.
20. K. R. takes Kt. 20. Q. to K. R. square.
21. Q. to Q. Kt. fourth.+ 21. Q. B. P. one square.
22. Q. to K. B. fourth.+ 22. K. to Q. B. third.
23. K. R. to K. B. sixth.+ 23. If he play K. to Q. Kt. fourth, you would play Q. Kt. P. one square. But if K. to Q. second.
24. Q. to K. B. fifth.+ 24. K. to Q. B. second.
25. Q. to K. fifth.+ 25. If he play K. to Q. second, you will give checkmate in three moves; therefore K. to Q. square.
26. Q. R. to Q. square.+ 26. Q. B. interposes.
27. Q. to K. sixth. 27. Q. to K. Kt. second.
28. Checkmates in two moves.

THIRD VARIATION,

BEGINNING AT THE SIXTEENTH MOVE OF THE BLACK.

White.	Black.
1. *K. P. two squares.*	1. *K. P. two squares.*
2. *K. B. P. two squares.*	2. *K. P. takes P.*
3. *K. Kt. to K. B. third.*	3. *K. Kt. P. two squares.*
4. *K. B. to Q. B. fourth.*	4. *K. Kt. P. one square.*
5. *Q. P. two squares.*	5. *P. takes K. Kt.*
6. *Q. takes P.*	6. *Q. P. one square.*
7. *K. castles.*	7. *Q. to K. B. third.*
8. *K. to K. R. square.*	8. *Q. takes Q. P.*
9. *Q. to Q. Kt. third.*	9. *Q. to K. Kt. second.*
10. *Q. B. takes P.*	10. *K. Kt. to K. B. third.*
11. *Q. Kt. to Q. B. third.*	11. *K. R. to K. Kt. square.*
12. *K. Kt. P. one square.*	12. *Q. B. P. one square.*
13. *K. P. one square.*	13. *Q. P. takes P.*
14. *Q. B. takes P.*	14. *K. B. to K. second.*
15. *Kt. to K. fourth.*	15. *Q. Kt. to Q. second.*
16. *Kt. to Q. sixth.*+	16. K. to B. square.
17. Q. B. to K. B. fourth.	17. If he play Q. Kt. to Q. B. fourth, you play Q. to K. third. If he play K. Kt. to Q. fourth, or to K. R. fourth, you would play Q. B. to K. R. sixth, and win the Queen. If he play K. Kt. to its fifth, you take K. B. P. with Kt. &c. If he take Kt. with K. B. you win K. B. and K. Kt. Finally, if he play Q. Kt. P. two squares.
18. K. B. takes K. B. P.	18. K. R. to K. R. square.
19. Q. R. to K. square.	19. K. B. to Q. square.
20. Q. R. to K. eighth.+	20. K. Kt. takes R.
21. Q. B. to K. R. sixth.	21. Q. takes Q. B.
22. B. to K. R. fifth.+	22. If he interpose either Kt. or K. B., or play K. to Kt. second, you would checkmate with Q.; therefore K. to K. second.
23. Checkmates in four moves.	

NINETEENTH GAME.

White.	Black.
1. *K.P. two squares.*	1. *K.P. two squares.*
2. *K.B.P. two squares.*	2. *K.P. takes P.*
3. *K.Kt. to K.B. third.*	3. *K.Kt.P. two squares.*
4. *K.B. to Q.B. fourth.*	4. *K.Kt.P. one square.*
5. *Q.P. two squares.*	5. *K.Kt.P. takes Kt.*
6. *Q. takes P.*	6. *Q.P. one square.*
7. *K. castles.*	7. *Q. to K.B. third.*
8. *K. to R. square.*	8. *K.B. to K.R. third.*
9. *Q.Kt. to Q.B. third.*	9. *K.Kt. to K. second.*
10. *K.P. one square.*	10. *Q.P. takes P.*
11. *Q.P. takes P.*	11. Q. to K.B. fourth.
12. Q.Kt. to K. fourth.	12. Q. takes P.
13. Q.B. to Q. second.	13. Q.Kt. to Q.B. third.
14. Q.B. to Q.B. third.	14. Q.Kt. to Q. fifth.
15. Q.B. takes Kt.	15. Q. takes Q.B.
16. Q. to K.R. fifth.	16. If he play Q. to K.Kt. second, see the First Variation. If he take Kt. with Q. you take K.B.P. with Q. If he take B. with Q. you check with Kt. at K.B. sixth. If he play K.B. to K.Kt. second, you will win the Queen. But if K.R. to K.B. square.
17. K.R. to K. square.	17. If he play Q. to Q.Kt. third, see the Second Variation. If he take K.B. with Q. you check with Kt. at K.B. sixth. But suppose Q. to K.Kt. second.
18. B. to Q.Kt. fifth.+	

In the first place,

	18. Q.B.P. one square.
19. Kt. to Q. sixth.+	19. K. to Q. square.
20. Q.R. to Q. square.	20. Q.B. to Q. second.
21. Kt. takes Kt.P.+	21. K. to Q.B. second.
22. K.R. takes Kt. and wins.	

In the second place,

	18. Q.B. interposes.
19. K.B. takes B.+	19. K. takes B.
20. Kt. to Q.B. fifth.+	20. K. to K. square.
21. K.R. takes Kt.+	21. K. takes R.

22. Checkmates in seven moves at most.

FIRST VARIATION,

BEGINNING AT THE SIXTEENTH MOVE OF THE BLACK.

	16. Q. to K.Kt. second.
17. K.B. takes P.+	17. Q. takes B.
18. Kt. to K.B. sixth.+	18. K. to B. square.
19. Q. takes K.B.+	19. Q. interposes.
20. Q. takes Gambit P.	20. If he play Q.B. to K.B. fourth, you would win a piece by playing Kt. to Q. fifth. If
	Kt. to K.B. fourth.
21. Kt. to K.R. fifth.	

FIRST DEFENCE.

	21. Q. to K.B. second.
22. Kt. to K.Kt. third.	22. K.R. to K. Kt. square.

23. Kt. takes Kt. and ought to win.

SECOND DEFENCE.

	21. Q. to K.Kt.. third.
22. Kt. to K.Kt. third.	22. K.R. to K.Kt. square.

23. K.R. to K.B. second, winning a piece, &c.

THIRD DEFENCE.

	21. Q. takes Q.Kt.P.
22. Kt. to K.Kt. third.	

In the first place,

	22. Q. takes Q.B.P.
23. Kt. takes Kt.	23. B. takes Kt.
24. Q. to K. fifth, and wins.	

In the second place,

	22. Q. to K.B. third.
23. Q. takes Q.B.P.	23. K. to K.Kt. square.
24. Q.R. to K. square.	24. Q.B. to K. third. (A.)
25. Q.R. takes B.	25. Q. takes R.
26. Kt. takes Kt. and will win.	

(A.)

	24. Q. to K.B. second.
25. Q. to Q. eighth.+	25. K. to Kt. second.
26. Q. to K.Kt. fifth.+	26. Q. interposes.
27. Kt. to K.R. fifth, checks, and wins easily.	

SECOND VARIATION,

BEGINNING AT THE SEVENTEENTH MOVE OF THE BLACK.

	17. Q. to Q.Kt. third.
18. B. to Q.Kt. fifth.+	

FIRST DEFENCE.

	18. Q.B. interposes.
19. B. takes Q.B.+	19. K. takes B.
20. Kt. to Q.B. fifth.+	20. K. to K. square.
21. K.R. takes Kt.+	21. K. takes R.
22. Q. to K. fifth.+	22. K. to Q. square.
23. R. to Q. square.+	23. K. to Q.B. square.
24. Q. to K.B. fifth.+	24. K. to Q.Kt. square.
25. Checkmates in four moves.	

SECOND DEFENCE.

	18. Q.B.P. one square.
19. Kt. to K.B. sixth.+	19. K. to Q. square.
20. Q.R. to Q. square.+	

In the first place,

	20. Q.B. interposes.
21. Q.R. takes Q.B.+	21. K. to Q.B. square.
22. K.R. takes Kt.	22. If he take B. with P. you would play Q. to K. fifth, and checkmate in a few moves; therefore,
	Q. takes K.B.
23. Q. takes Q.	23. P. takes Q.
24. Q.R. to Q.B. seventh.+	24. K. to Q.Kt. square.
25. Q.R. takes Q.Kt.P.+	25. K. to Q.B. square.
26. K.R. to Q.B. seventh.+	26. K. to Q. square.
27. K.R. to Q. seventh.+	27. K. to Q.B. square.
28. Checkmates in two moves.	

In the second place,

	20. Kt. to Q. fourth.
21. Q.R. takes Kt.+	21. P. takes R.
22. Q. takes P.+	22. K. to Q.B. second.
23. Q. to K. fifth.+	23. Q. interposes.
24. Kt. to Q. fifth, checks, and wins.	

KING'S BISHOP'S GAMBIT.

FIRST GAME.

White.	Black.
1. *K. P. two squares.*	1. *K. P. two squares.*
2. *K. B. P. two squares.*	2. *K. P. takes P.*

3. K. B. to Q. B. fourth. this move was formerly considered much inferior to playing K. Kt. to B. third, because it allowed Black to check with Q., compelling the White to move the King. This game has been much analyzed and played of late years, and it is now generally thought quite as safe to play the Bishop as the Knight. The usual moves against this attack are—

K. Kt. P. two squares.
K. B. P. two squares: see the Second Game.
Q. to K. R. fifth, checking: see the Third Game.

If instead of one of these Black were to play K. Kt. to K. B. third, you should move Q. to K. second; or if he play Q. B. P. one square, you ought to move K. Kt. to K. B. third. Suppose, however, that he plays

3. K. Kt. P. two squares.

4. K. R. P. two squares. 4. If he play K. R. P. two squares, you may take P. with P., and afterwards move K. Kt. to K. B. third. If he play K. B. to K. Kt.

second, you may play Q.P. two squares, and afterwards take K.Kt.P., as in the Second Defence. If he play K.B. to K. second, you take K.Kt.P., and then move Q.P. two squares, &c. But suppose

FIRST DEFENCE.

	K.B.P. one square.
5. Q. checks.	5. K. to K. second.
6. Q. to K.B. seventh.+	6. K. to Q. third.
7. K.P. checks.	7. P. takes K.P.
8. Q. to Q. fifth.+	8. K. to K. second.
9. Q. takes P., checkmating.	

SECOND DEFENCE.

	4. K.R.P. one square.
5. Q.P. two squares.	5. K.B. to K.Kt. second.
6. P. takes P.	6. P. takes P.
7. K.R. takes R.	7. K.B. takes R.
8. Q. to K.R. fifth.	8. Q. to K.B. third.
9. K.P. one square.	9. Q. to K.Kt. second.
10. K.Kt. to K.R. third.	10. Q.Kt. to Q.B. third.

11. Q.B.P. one square, and you have the best of the game, as you will afterwards win the Gambit Pawn, or K.Kt.P.

These moves show that the second player cannot defend the Gambit Pawn in the ordinary way, in consequence of your advancing K.R.P. two squares.

SECOND GAME.

White.	Black.
1. *K.P. two squares.*	1. *K.P. two squares.*
2. *K.B.P. two squares.*	2. *K.P. takes P.*
3. *K.B. to Q.B. fourth.*	3. K.B.P. two squares.

FIRST ATTACK.

4. K.P. takes P.; this is a bad move; you ought to play Q.Kt. to Q.B. third.

4. Q. checks.

5. K. to K.B. square. 5. P. to K.B. sixth.

6. K.B. takes K.Kt. 6. P. takes P.+

7. K. takes P. 7. Q. to K.Kt. fourth.+

8. K. to K.B. square. 8. Q. takes P., checks, and will afterwards take K.B., having the best of the game.

SECOND ATTACK.

4. Q. to K. second. 4. If he were to take P. with P., you would win by checking with Q. at K.R. fifth. But if

Q. checks.

5. K. to Q. square. 5. P. takes K.P.

6. Q. takes P.+ 6. K.B. to K. second.

7. Q.P. two squares. 7. He ought to play K.Kt. to K.B. third, and there would be but little difference in the game. But suppose

K.Kt.P. two squares.

8. Q. to K. fifth. 8. K.Kt. to K.B. third.

9. K.Kt. to K.B. third. 9. Q. removes.

10. Q. takes K.Kt.P., and has the best of the game.

THIRD ATTACK.

4. Q.Kt. to Q.B. third.

No. I.

4. K.Kt. to K.B. third.

5. K.P. one square.

FIRST DEFENCE.

5. K.Kt. to K. fifth.

6. K.Kt. to K.B. third. 6. If he take Q.Kt., you retake with Q.Kt.P. But if

K.Kt.P. two squares.

7. K.R.P. two squares. 7. K.Kt.P. one square.

8. Q. Kt. takes Kt. 8. P. takes Q. Kt.
9. K. Kt. to its fifth. 9. Q. P. two squares.
10. P. takes Q. P. *en passant.* 10. Q. takes P.
11. Kt. to K. B. seventh. 11. Q. to Q. B. fourth.
12. Q. to K. second, and you have evidently a fine game.

SECOND DEFENCE.

5. K. Kt. to its fifth.
6. K. Kt. to K. B. third. 6. Q. P. one square.
7. Q. P. two squares.

In the first place,

7. Q. P. takes P.
8. Q. P. takes P. 8. Q. takes Q.
9. Q. Kt. takes Q. 9. Q. Kt. to Q. B. third.
10. Q. B. takes P.

There is little difference in the game.

In the second place,

7. K. Kt. to K. sixth.
8. Q. B. takes Kt. 8. P. takes Q. B.
9. Q. Kt. to Q. fifth. 9. Q. P. takes P.
10. Q. P. takes P. 10. Q. Kt. to Q. B. third.
11. Q. Kt. takes P. at K. third, and you have a good game.

No. II.

4. Q. checks.
5. K. to K. B. square. 5. K. Kt. to K. B. third.
6. K. Kt. to K. B. third. 6. Q. to K. R. fourth.
7. K. P. one square.

In the first place,

7. K. Kt. to K. fifth.
8. Q. Kt. to Q. fifth. 8. If he play K. to Q. square, you should take Gambit P. with Q. Kt., having a good game. But if

K. Kt. to its sixth.+

9. K. to K. Kt. square. 9. K. Kt. takes R.

10. Kt. takes Q.B.P.+ — 10. K. to Q. square.
11. Q.Kt. takes Q.R. — 11. K.Kt. to its sixth.
12. P. takes K.Kt. — 12. P. takes P.
13. Q.P. two squares. — 13. K.B. to K. second.
14. Q.B. to K.B. fourth. — 14. If he play K.B. to K.R. fifth, you should play K.Kt. to its fifth. But if Q. to K.Kt. fifth.
15. Kt. to K.Kt. fifth. — 15. Q. takes Q.B.
16. Kt. to K.B. seventh.+ — 16. K. to K. square.
17. Q. to Q. third. — 17. K.B. to Q. square.
18. K.Kt. to Q. sixth.+ — 18. K. to K.B. square.
19. Q.R. to K.B. square, and will checkmate in a few moves.

In the second place,

7. K.Kt. to its fifth.
8. Q.P. two squares. — 8. K.Kt. to K. sixth.+
9. Q.B. takes Kt. — 9. P. takes Q.B.
10. Q.Kt. to Q. fifth. — 10. K. to Q. square.
11. Q.Kt. takes K.P., and has a fine game.

FIRST VARIATION,

BEGINNING AT THE FIFTH MOVE OF THE BLACK.

White.	Black.
1. *K.P. two squares.*	1. *K.P. two squares.*
2. *K.B.P. two squares.*	2. *K.P. takes P.*
3. *K.B. to Q.B. fourth.*	3. *K.B.P. two squares.*
4. *Q.Kt. to Q.B. third.*	4. *Q. checks.*
5. *K. to K.B. square.*	5. P. takes K.P.; this move is suggested by Mr. Jaenisch, in his 2d vol. p. 211, in lieu of K.Kt. to K.B. third already given; he thinks it gives Black the best of the game: he continues it thus:
6. Q.Kt. takes P.	6. Q.B.P. one square.
7. Q. to K. second.	7. K. to Q. square.
8. K.B. takes K.Kt.; instead of this move, it would perhaps be better to play K.Kt. to K.B. third; see the Third Variation.	
	8. K.R. takes B.
9. K.Kt. to K.B. third.	9. Q. to K. second.

10. Q.P. two squares.	10. Q.P. two squares.
11. Q.Kt. to K.Kt. fifth.	11. K.R.P. one square.
12. Q. takes Q.+	12. If he were to take Q. with K., you would play K.Kt. to K.R. seventh. But if K.B. takes Q.
13. Q.Kt. to K.B. seventh.+	13. K. to his square.
14. Q.Kt. to K. fifth.	14. K.Kt.P. two squares, and has the best of the game, having a Pawn more.

Such is the Defence given by Mr. Jaenisch to the move of Q.Kt. to Q.B. third, first published in my Second Series of Lessons, page 249. His fifth move of K.B.P. takes P. may, for aught I know, be a better move than the one given by me of K.Kt. to K.B. third, but I think that the first player may make better moves than those given by Mr. Jaenisch; see the following Variations.

SECOND VARIATION,

BEGINNING AT THE SEVENTH MOVE OF THE FIRST VARIATION.

White.	Black.
1. *K.P. two squares.*	1. *K.P. two squares.*
2. *K.B.P. two squares.*	2. *K.P. takes P.*
3. *K.B. to Q.B. fourth.*	3. *K.B.P. two squares.*
4. *Q.Kt. to Q.B. third.*	4. *Q. checks.*
5. *K. to K.B. square.*	5. *P. takes K.P.*
6. *Q.Kt. takes P.*	6. *Q.B.P. one square.*
7. K.Kt. to K.B. third.	7. Q to K. second.
8. K. to K.B. second.	8. Q.P. two squares.
9. Q.Kt. to K.Kt. fifth.	9. Q. to Q.B. fourth.+
10. Q.P. two squares.	10. Q. takes K.B.
11. K.R. to K. square.+	

FIRST DEFENCE.

	11. K. to Q. square.
12. Kt. to K.B. seventh.+	12. K. to Q.B. second.
13. Q.B. takes P., checks, and has a forced won game.	

SECOND DEFENCE.

11. K.B. to K. second.
12. K.Kt. to K. fifth.

In the first place,

12. Q. to Q.Kt. fourth.
13. Q. to K.R. fifth, checks, and has a fine game.

In the second place,

12. Q. to Q.Kt. fifth.
13. It would not be good play to check with Q.; it is better to play
Q.B.P. one square. 13. Q. to Q. third.
14. Q.Kt. to K.B. seventh. 14. Q. to K.B. third.
15. Q.Kt. takes K.R. 15. Q.B. to K. third.
16. Q. to K.R. fifth, checks, and afterwards plays out Q.Kt., having the best of the game.

THIRD DEFENCE.

11. K.Kt. to K. second.
12. K.Kt. to K. fifth. 12. Q. to Q.Kt. fifth.
13. Q.B.P. one square. 13. Q. to Q.Kt. third.
14. Q.Kt. to K.B. seventh. 14. K.R. to K.Kt. square.
15. Q.Kt. to Q. sixth.+ 15. K. to Q. square.
16. K.Kt. to K.B. seventh.+ 16. If he play K. to Q. second, he will be checkmated in three moves; therefore, K. to Q.B. second.
17. Q.B. takes P. 17. Q. to Q.R. third.
18. Checkmates in three moves.

THIRD VARIATION,

BEGINNING AT THE EIGHTH MOVE OF THE WHITE.

White.	Black.
1. *K.P. two squares.*	1. *K.P. two squares.*
2. *K.B.P. two squares.*	2. *K.P. takes P.*
3. *K.B. to Q.B. fourth.*	3. *K.B.P. two squares.*

4. *Q. Kt. to Q. B. third.* 4. *Q. checks.*
5. *K. to K. B. square.* 5. *P. takes P.*
6. *Q. Kt. takes P.* 6. *Q. B. P. one square.*
7. *Q. to K. second.* 7. *K. to Q. square.*
8. K. Kt. to K. B. third. 8. If he play Q. to K. R. fourth, you move Q. Kt. to K. Kt. fifth; and if he then play Q. P. two squares, you play K. Kt. to K. fifth. But if

Q. to K. second.

9. Q. Kt. to K. Kt. fifth.

FIRST DEFENCE.

9. Q. takes Q.

10. K. B. takes Q.

In the first place,

10. K. to K. square.

11. K. Kt. to K. fifth.

No. I.

11. K. R. P. one square.

12. Q. Kt. to K. B. seventh. 12. If he play K. R. to its second, you move K. B. to Q. third. But if

Q. P. one square.

13. Kt. takes K. R. 13. Q. P. takes Kt.

14. K. B. checks, and afterwards plays Kt., having the best of the game.

No. II.

11. Q. P. one square.

12. K. Kt. to K. B. seventh. 12. If he play K. R. P. one square, you take K. R. with Kt. But if

K. B. to K. second.

13. Q. P. two squares. 13. If he take Kt. with K. B., you should take K. B., and not K. R. If

K. R. P. one square.

14. Kt. takes K. R. 14. P. takes Kt.

15. Kt. to K. Kt. sixth. 15. K. B. to its third.

16. Q.B.P. one square. 16. K. to K.B. second.
17. K.B. to Q. third, and afterwards plays K.R.P. two squares, and will have the best of the game.

No. III.

11. K.B. to K. second.
12. K.Kt. to K.B. seventh. 12. K.B. takes Kt.
13. Kt. takes K.B. 13. K.R.P. one square.
14. You may play Kt. to K. fourth, or K.B. checks. 14. K. to K. second.
15. Kt. to K.B. seventh. 15. K.Kt. to K.B. third.
16. Kt. takes K.R. 16. Kt. takes K.B.
17. Kt. to K.Kt. sixth.+ 17. K. to K.B. third.
18. Kt. to K.R. fourth. 18. K.Kt.P. two squares.
19. K.Kt. to K.B. third, and has rather the best of the game.

In the second place,

10. K.Kt. to K.R. third.
11. Q.P. two squares. 11. K.B. to Q. third.
12. K.Kt. to K. fifth. 12. K.B. takes Kt.
13. P. takes K.B. 13. K.R. to K.B. square.
14. K.Kt. takes K.R.P. 14. K.R. to K.B. fourth.
15. K.B. to Q. third. 15. K.R. takes K.P.
16. Q.B. takes P., and has the best position.

SECOND DEFENCE.

9. Q.P. two squares.
10. Q. takes Q. 10. If he take Q. with K.B., you will play K.B. to Q. third. Suppose K. takes Q.
11. K.B. to Q. third. 11. K.R.P. one square.
12. K.Kt. to K. fifth. 12. K. to K.B. third.
13. Q.Kt. to K.B. seventh. 13. K.B. to Q. third.
14. Q.Kt. takes K.R. 14. K.B. takes Kt.
15. Kt. to K.Kt. sixth. 15. K.B. to Q. third.
16. K. to his square, and you have the best of the game.

THIRD GAME.

White.	Black.
1. *K. P. two squares.*	1. *K. P. two squares.*
2. *K. B. P. two squares.*	2. *K. P. takes P.*
3. *K. B. to Q. B. fourth.*	3. Q. checks.
4. K. to K. B. square.	4. If he play Q. P. one square, see the Fourth Game. If he play Q. to K. B. third, you move Q. Kt. to B. third, or Q. P. two squares. But if

FIRST DEFENCE.

	K. B. to Q. B. fourth.
5. Q. P. two squares.	5. K. B. to Q. Kt. third.
6. K. Kt. to K. B. third.	

In the first place,

	6. Q. to K. Kt. fifth.
7. K. B. takes K. B. P.+	7. K. to B. square.
8. K. R. P. one square.	8. Q. to K. Kt. sixth.
9. Q. Kt. to Q. B. third.	9. K. takes B.
10. Q. Kt. to K. second.	10. Q. to K. Kt. third.
11. K. Kt. to K. fifth, checks, and wins the Queen.	

The fourth move of the Black is evidently a bad one, he ought to have played K. Kt. P. two squares.

White would equally have won the Queen if, on the ninth move, he had played Q. B. to Q. second, and then Q. B. to K. square.

In the second place,

	6. Q. to K. R. third.
7. K. Kt. to K. fifth.	7. Q. P. two squares.
8. K. B. takes P.	8. Q. B. P. one square.
9. You may take K. B. P. with K. Kt., as in the Third Defence, or you may play	
K. B. takes K. B. P.+	9. K. to K. B. square.
10. K. B. to Q. Kt. third.	10. Q. B. to K. third.
11. K. B. takes B.	11. Q. takes B.
12. Q. B. takes P. and has evidently the best of the game.	

In the third place,

6. Q. to K.B. third.

7. K.P. one square. 7. If he play Q. to Q.B. third, you may play Q. to K. second, and you will have a good game. But if he play Q. to K.B. fourth.

8. K.B. to Q. third. 8. Q. to K.Kt. fifth.

9. K.R.P. one square. 9. Q. to K.Kt. sixth.

10. Q.Kt. to Q.B. third. 10. K.B. takes Q.P.

11. Q.Kt. to K. fourth. 11. Q. to K.Kt. third.

12. Q.Kt. to Q. sixth, checks, and wins the Queen. Black played ill in defending the Gambit Pawn with the Queen. If, on the seventh move, he had played Q. to K.R. third, you might play K.R.P. two squares, and afterwards K.Kt. to its fifth, or K.Kt.P. one square, having a very good game.

In the fourth place,

6. Q. to K. second.

7. Q.B. takes P. 7. Q. takes K.P.

8. K.B. takes K.B.P.+ 8. K. to K.B. square.

9. Q.B. to K.Kt. third. 9. K.Kt. to K.R. third.

10. Q.Kt. to Q.B. third. 10. Q. to K. second.

11. K.B. to Q.Kt. third, and your position is better than the Black's.

SECOND DEFENCE.

4. K.Kt. to K.B. third.

5. K.Kt. to B. third. 5. If he play Q. to K.Kt. fifth, you take K.B.P., checking. If he move Q. to K.R. third, you play Kt. to K. fifth. But if Q. to K.R. fourth.

6. K.P. one square. 6. K.Kt. to its fifth.

7. Q.P. two squares. 7. K.Kt.P. two squares.

8. K.R.P. two squares. 8. If he play K.B. to K.R. third, or K.R.P. one square, you move K. to K.Kt. square, secure of gaining a Pawn in a few moves.

THIRD DEFENCE.

4. K. Kt. P. two squares.

5. K. Kt. to K. B. third; you may also play Q. to K. B. third, see the Ninth Game; or Q. Kt. to Q. B. third, see the Tenth Game.

In the first place,

	5. Q. to K. R. third.
6. K. Kt. to K. fifth.	6. Q. P. two squares.
7. K. B. takes P.	7. Q. B. P. one square.
8. K. Kt. takes K. B. P.	8. Q. removes.

9. K. B. to Q. Kt. third, and will win.

In the second place,

	5. Q. to K. Kt. fifth.
6. K. B. takes K. B. P.+	6. K. to K. second.
7. K. R. P. one square.	7. Q. to K. Kt. sixth.

8. Q. Kt. to Q. B. third, and afterwards playing Q. Kt. to K. second, will win the Queen. Black played ill in moving, on the fifth move, Q. to K. R. third, as well as Q. to K. Kt. fifth. The proper move is

In the third place,

	5. Q. to K. R. fourth.
6. Q. P. two squares.	6. Q. P. one square.
7. Q. to Q. third.	7. K. B. to K. Kt. second.
8. K. R. P. two squares.	8. K. R. P. one square.
9. K. to K. Kt. square.	9. Q. to K. Kt. third.

There is not much difference in the game, which is difficult for both parties.

FOURTH GAME.

White.	Black.
1. *K. P. two squares.*	1. *K. P. two squares.*
2. *K. B. P. two squares.*	2. *K. P. takes P.*

3. *K. B. to Q. B. fourth.* 3. *Q. checks.*
4. *K. to K. B. square.* 4. Q. P. one square.
5. You may now play Q. P. two squares, see the First Variation; or Q. to K. B. third, see the Second Variation, or

K. Kt. to K. B. third. 5. If he play Q. to K. B. third, you play Q. Kt. to Q. B. third, or Q. P. two squares. If he play Q. to K. Kt. fifth, you move K. to K. B. second, and afterwards K. R. to K. square, or K. B. square. But if

Q. B. to K. Kt. fifth.

6. Q. P. two squares.

FIRST DEFENCE.

6. Q. B. takes Kt.
7. Q. takes Q. B. 7. K. Kt. P. two squares.
8. Q. to Q. Kt. third, attacking two undefended Pawns.

SECOND DEFENCE.

6. Q. to K. R. third.
7. K. Kt. P. one square.

In the first place,

7. K. Kt. P. two squares.
8. K. R. P. two squares. 8. K. B. P. one square.
9. K. P. one square. 9. Q. P. takes P.
10. Q. P. takes P. 10. Q. B. takes Kt. (A.)
11. Q. takes Q. B. 11. Q. B. P. one square.
12. K. R. P. takes P. 12. Q. takes P.
13. Q. B. takes P., and will win.

(A.)

10. K. B. P. takes P.
11. Q. to Q. fifth. 11. Q. B. takes K. Kt.
12. Q. takes Q. B. 12. Q. B. P. one square. (B.)
13. K. R. P. takes P. 13. Q. takes P.
14. K. Kt. P. takes P. 14. K. P. takes P.
15. Q. B. takes P. 15. Q. to K. B. third.

[illegible] two squares.

[illegible] to K.B. [illegible] to Q.B. third, [illegible]

[illegible] to K.B. third.

[illegible] two squares.

[illegible] one square.

[illegible] castles.

[illegible] to K.Kt. fifth.

[illegible] to K. second.

[illegible] to K.Kt. sixth.

[illegible] afterwards playing Q.Kt. to [illegible] Black played ill in [illegible] to K.B. third, as well [illegible] The proper move is

[illegible] to K.B. fourth.

[illegible] one square.

[illegible] K.B. [illegible] second.

[illegible] one square.

[illegible] K. [illegible] are.

[illegible]

3. *K.B. to Q.B. fourth.* 3. *Q. checks.*
4. *K. to K.B. square.* 4. Q.P. one square.
5. You may now play Q.P. two squares, see the First Variation; or Q. to K.B. third, see the Second Variation, or

K.Kt. to K.B. third. 5. If he play Q. to K.B. third, you play Q.Kt. to Q.B. third, or Q.P. two squares. If he play Q. to K.Kt. fifth, you move K. to K.B. second, and afterwards K.R. to K. square, or K.B. square. But if

Q.B. to K.Kt. fifth.

6. Q.P. two squares.

FIRST DEFENCE.

6. Q.B. takes Kt.
7. Q. takes Q.B. 7. K.Kt.P. two squares.
8. Q. to Q.Kt. third, attacking two undefended Pawns.

SECOND DEFENCE.

6. Q. to K.R. third.
7. K.Kt.P. one square.

In the first place,

7. K.Kt.P. two squares.
8. K.R.P. two squares. 8. K.B.P. one square.
9. K.P. one square. 9. Q.P. takes P.
10. Q.P. takes P. 10. Q.B. takes Kt. (A.)
11. Q. takes Q.B. 11. Q.B.P. one square.
[illegible] R.P. takes P. 12. Q. takes P.
[illegible] takes P., and will win.

(A.)

10. K.B.P. takes P.
[illegible] fifth. 11. Q.B. takes K.Kt.
[illegible] Q.B. 12. Q.B.P. one square. (B.)
[illegible] kes P. 13. Q. takes P.
[illegible] akes P. 14. K.P. takes P.
[illegible] P. 15. Q. to K.B. third.

16. Q. Kt. to Q. B. third.	16. K. B. to K. second.
17. Q. R. to K. square.	17. Q. Kt. to Q. second.

18. Q. Kt. to K. fourth, and ought to win.

(B.)

	12. Q. to Q. B. third.
13. K. B. to Q. fifth.	13. Q. to Q. R. third.+
14. Q. B. P. two squares.	14. Q. B. P. one square.
15. Q. to K. R. fifth.+	15. K. to Q. square.
16. K. B. takes K. Kt.	16. K. R. takes K. B.
17. Q. to K. B. seventh.	17. K. R. to its square.

18. K. R. to its second, having the best of the game.

In the second place,

	7. Q. to K. R. sixth.+
8. K. to K. B. second.	8. P. takes P.+
9. K. R. P. takes P.	9. Q. B. takes Kt.
10. K. B. takes K. B. P.+	10. K. to Q. square.
11. Q. takes Q. B.	11. Q. to Q. second.
12. K. R. takes K. R. P.	12. K. R. takes R.
13. K. B. takes K. Kt.	13. K. R. to its seventh.+
14. K. to K. Kt. square.	14. Q. to K. R. sixth.

15. Q. takes K. B., checks, and will win easily.

THIRD DEFENCE.

	6. K. Kt. P. two squares.
7. Q. Kt. to Q. B. third.	7. Q. to K. R. fourth.
8. K. R. P. two squares.	8. K. R. P. one square.
9. K. to K. B. second.	9. Q. B. takes Kt.
10. P. takes Q. B.	10. Q. to K. Kt. third.
11. K. R. P. takes P.	11. Q. takes P.
12. Q. B. takes P.	12. Q. takes Q. B.
13. Q. Kt. to Q. fifth.	13. Q. to K. Kt. fourth.
14. Q. Kt. takes Q. B. P.+	14. K. to Q. square.
15. Q. Kt. takes Q. R.	15. Q. to K. second.

16. Q. to Q. second, and has the best of the game.

FIRST VARIATION,

BEGINNING AT THE FIFTH MOVE OF THE WHITE.

White.	Black.
1. *K. P. two squares.*	1. *K. P. two squares.*
2. *K. B. P. two squares.*	2. *K. P. takes P.*
3. *K. B. to Q. B. fourth.*	3. *Q. checks.*
4. *K. to K. B. square.*	4. *Q. P. one square.*
5. Q. P. two squares.	

FIRST DEFENCE.

	5. Q. B. to K. Kt. fifth.
6. You may play Q. to Q. third; but it is, at least, as well to play K. Kt. to K. B. third.	6. K. Kt. P. two squares.
7. Q. Kt. to Q. B. third.	7. Q. to K. R. fourth.
8. K. R. P. two squares.	8. K. R. P. one square.
9. K. to K. B. second.	9. K. B. to K. Kt. second.
10. K. R. P. takes P.	10. Q. B. takes K. Kt.
11. P. takes Q. B.	11. Q. takes K. Kt. P.
12. Q. Kt. to K. second.	12. Q. Kt. to Q. B. third.

13. Q. B. P. one square, and afterwards takes Gambit Pawn.

SECOND DEFENCE.

	5. Q. B. to K. third.
6. K. B. takes B.	6. P. takes K. B.
7. Q. to K. B. third.	7. If he play K. Kt. P. two squares, you play K. Kt. P. one square, recovering the Pawn. If he move Q. to K. B. third, you advance K. P. If P. to K. fourth.
8. Q. P. takes P.	8. Q. P. takes P.
9. Q. to Q. Kt. third.	9. If he play Q. Kt. P. one square, you play Q. to Q. fifth, &c. If he play Q. Kt. to Q. second, you take Q. Kt. P. &c. in each case, having a good game.

SECOND VARIATION,

BEGINNING AT THE FIFTH MOVE OF THE WHITE.

White.	Black.
1. *K. P. two squares.*	1. *K. P. two squares.*
2. *K. B. P. two squares.*	2. *K. P. takes P.*
3. *K. B. to Q. B. fourth.*	3. *Q. checks.*
4. *K. to K. B. square.*	4. *Q. P. one square.*

5. Q. to K. B. third. This is Cozio's method of attack; it is ingenious, and probably the best move, when the Q. P. is played, but it may also be adopted with advantage in other Variations, see the Ninth Game.

FIRST DEFENCE.

	5. Q. to K. B. third.
6. Q. P. one square.	6. K. Kt. P. two squares.
7. K. R. P. two squares.	7. K. R. P. one square.
8. P. takes P.	8. P. takes P.
9. K. R. takes R.	9. Q. takes K. R.

10. K. Kt. P. one square, recovers the Pawn, with a good game.

SECOND DEFENCE.

	5. K. Kt. P. two squares.
6. K. Kt. P. one square.	6. If he play Q. to K. R. third, you should take P. with P., and afterwards play Q. P. one square. But suppose
	Q. to K. Kt. fifth.
7. Q. takes Q.	7. Q. B. takes Q.
8. Q. P. one square.	8. K. B. to K. R. third.
9. Q. Kt. to Q. B. third.	9. K. Kt. to K. second.
10. K. Kt. to K. second.	10. If he play K. Kt. to its third, you move Q. Kt. to Q. fifth, &c. But if
	Q. B. takes Kt.+

11. Q. Kt. takes Q. B. 11. K. Kt. to its third.
12. K. R. P. two squares, and afterwards advancing it one square, will recover the Pawn, with at least an equal game.

FIFTH GAME.

White.	Black.
1. *K. P. two squares.*	1. *K. P. two squares.*
2. *K. B. P. two squares.*	2. *K. P. takes P.*
3. *K. B. to Q. B. fourth.*	3. *Q. checks.*
4. *K. to K. B. square.*	4. *K. Kt. P. two squares.*
5. *K. Kt. to K. B. third.*	5. *Q. to K. R. fourth.*
6. K. R. P. two squares.	6. The best move is K. B. to K. Kt. second; but suppose he plays

FIRST DEFENCE.

	K. Kt. P. one square.
7. K. Kt. to its fifth.	7. K. Kt. to K. R. third.

In the first place,

8. K. P. one square.	8. Q. P. one square.
9. Q. P. two squares.	9. P. takes K. P.
10. Q. P. takes P.	10. The best move is P. to K. B. sixth; you would take it with K. Kt. P., and the game would be nearly equal. But suppose
	K. B. P. one square.
11. P. takes K. B. P.	11. K. B. to Q. third.
12. Q. B. takes P.	12. K. B. takes Q. B.
13. Q. to K. second.+	13. Q. B. to K. third.
14. Q. takes Q. B.+	14. K. to Q. square.
15. Q. to K. seventh.+	15. K. to Q. B. square.
16. K. B. checks.	16. Q. Kt. interposes.

17. Q. takes Q. Kt., checks, and afterwards playing P. to K. B. seventh, will win easily.

In the second place,

8. Q.P. two squares.	8. K.B.P. one square.
9. K.Kt. to K.R. third.	9. Q. takes K.R.P.
10. K.Kt. to K.B. second.	10. Q. to K.Kt. fourth. (A.)
11. K.Kt. to Q. third.	11. Q.P. one square.

12. K.Kt. takes P., and though you have a Pawn less, yet your position is very attacking.

(A.)

	10. Q. to K.Kt. sixth.
11. Q.Kt. to Q.B. third.	11. P. to K.B. sixth.
12. K.Kt.P. takes P.	12. P. takes P.
13. Q.B. takes K.Kt.	13. K.B. takes B.
14. K.R. takes B.	14. Q. to K.Kt. seventh.+
15. K. to K. square.	15. Q. to K.Kt. eighth.+

16. K.B. to its square, having a winning game.

SECOND DEFENCE.

	6. K.B. to K.Kt. second.
7. Q.P. two squares.	7. Q.P. one square.

8. K. to Kt. square. There are two other ways of playing, viz. K.B. to K. second, or Q.Kt. to Q.B. third; see the Seventh Game.

	8. Q.B. to K.Kt. fifth.
9. K.R.P. takes P.	9. Q.B. takes K.Kt.
10. K.Kt.P. takes B.	10. Q. takes P.+
11. K. to B. square.	

The position is slightly in favour of the Black, who has still the advantage of a Pawn.

SIXTH GAME.

White.	Black.
1. *K.P. two squares.*	1. *K.P. two squares.*
2. *K.B.P. two squares.*	2. *K.P. takes P.*
3. *K.B. to Q.B. fourth.*	3. *Q. checks.*

4. *K. to K.B. square.* 4. *K.Kt.P. two squares.*
5. *K.Kt. to K.B. third.* 5. *Q. to K.R. fourth.*
6. *K.R.P. two squares.* 6. *K.B. to K.Kt. second.*

FIRST ATTACK.

7. Q.Kt. to Q.B third. 7. He might take Q.Kt. with K.B., but it is perhaps better to play K.R.P. one square.
8. Q.P. two squares 8. Q.P. one square.
9. K.P. one square. 9. Q.P. takes K.P.
10. Q.Kt. to Q. fifth. 10. K. to Q. square.
11. Q.P. takes P. 11. Q.B. to Q. second.
12. K. to K.Kt. square. 12. Q. to K.Kt. third.
13. K.R.P. takes P. 13. P. takes P.
14. K.R. takes R. 14. K.B. takes R.
15. Q. to K. square. 15. If he play Q.B.P. one square, you will take the Gambit Pawn with Q.Kt., in order to check afterwards with Q. at K.R. fourth. His best move is K.B. to K.Kt. second, which will give him the best of the game.

SECOND ATTACK.

7. K. to K.Kt. square. 7. K.B. checks.
8. If you play K. to K.B. square, he will move Q.P. one square; but if K. to K.R. second. 8. K.Kt.P. one square.
9. Kt. takes K.B. 9. K.Kt.P. checks.
10. K. to K.R. third. 10. Q.P. two squares.+
11. K.Kt. to K.B. fifth. 11. Q. takes Q.
12. K.R. takes Q. 12. K.Kt. to K.R. third.
13. K.B. takes P. 13. K.Kt. takes Kt.
14. K.B. takes Q.Kt.P. 14. K.Kt. to K. sixth.+
15. K.B. takes B. 15. K.Kt. takes R.
16. K. to Kt. fourth. 16. Q.Kt. to Q.B. third.

In the first place,

17. K.B. to Q.Kt. seventh. 17. Q.Kt. to Q. fifth.
18. If you take Q.R., he will play P. to K.B. sixth, and

afterwards advance one of the Pawns to Queen. If you play K.B. to Q.R. sixth, he may take Q.B.P., &c. But if

K.P. one square.	18. Q.R. to Q.Kt. square.
19. K.B. to K. fourth.	19. Kt. to K.B. seventh.+
20. K. takes P.	20. Kt. takes K.B.
21. K. takes Kt.	21. Kt. takes Q.B.P., and wins easily.

In the second place,

17. K.B. to Q.R. sixth.	17. Q.Kt. to Q. fifth.
18. Q.Kt. to Q.R. third.	18. P. to K.B. sixth.
19. K.B. to its square.	19. P. takes P.
20. K.B. takes P.	20. R. to K.Kt. sq., checks, and will win.

THIRD ATTACK.

7. Q.P. two squares.	7. Q.P. one square.

In the first place,

8. K.R. to its second.	8. Q.B. to K.Kt. fifth.
9. If you take K.Kt.P. with K.R.P., he will take K.R. But if	
K. to Kt. square.	9. P. takes K.R.P.; instead of this move Mr. Jaenisch prefers taking K.Kt. with Q.B.: see the Variation.
10. Q.B. takes P.	10. P. to K.R. sixth.
11. Q.B.P. one square.	11. K.Kt. to K.B. third.
12. Q.Kt. to Q. second.	12. Q. to K.Kt. third, and has the best of the game.

In the second place,

8. K. to K.Kt. square.	8. Q.B. to K.Kt. fifth.
9. Q.Kt. to Q.B. third.	9. Q.B. takes Kt.
10. K.Kt.P. takes B.	10. Q.Kt. to B. third.
11. K.B. to Q.Kt. fifth.	11. K. castles.
12. K.B. takes Kt.	12. P. takes K.B.
13. K.R.P. takes P.	13. Q. takes K.R.P.+

14. K. to K.B. square. 14. K.B.P. two squares.
15. Q.Kt. to K. second. 15. P. takes K.P.
16. K.B.P. takes P. 16. Q. to K.B. third.
17. If you take P. with Q.B. or Q.Kt., he will play K.B. to K.R. sixth, and afterwards Q.R. to K.B. square, &c. If you play any other move he will still have the best of the game.

FOURTH ATTACK.

7. K.R. to its second. 7. K.Kt.P. one square.
8. K.Kt. to its fifth. 8. K.Kt. to K.R. third.
9. Q.P. two squares. 9. Q.P. two squares.

In the first place,

10. K.B. takes P. 10. K.Kt.P. one square.
11. Q. takes Q. (A.) 11. P. takes K.R.
12. K.B. takes K.B.P.+ 12. K. to K.B. square.
13. K.B. to K. sixth. and will win. 13. P. becomes a Q., checks,

(A.)

11. K.B. takes K.B.P.+ 11. Q. takes K.B.
12. K.Kt. takes Q. 12. Q.B. to K.Kt. fifth.
13. If you take Q.B. with Q., he will take Q., and afterwards K.R. or K.Kt. If you remove Q., he will take K.R., and then advance the Pawn to Queen, winning easily.

In the second place,

10. K.B. to K. second. 10. K.B.P. one square.
11. If you play K.Kt. to R. third, he may either take K.R.P., or play the Gambit Pawn one square. But if
Q.B. takes P. 11. K.B.P. takes Kt.
12. K.R.P. takes P. 12. Q. to K.B. second.
13. K.Kt.P. one square. 13. K.Kt. to its square, and has considerably the best of the game.

In the third place,

10. K.P. takes P. 10. K.Kt.P. one square.
11. Q. to K. square.+ 11. K. to Q. square.

12. K.R. to its square. 12. K.R. to K. square.
13. If you play K.B. to K. second, or Q. to Q. second, he will play Q.B. to K.Kt. fifth, or K.Kt. to its fifth, in order to check at K.R. seventh, or at K. sixth, and will have in each case the best of the game.

VARIATION,

BEGINNING AT THE NINTH MOVE OF THE BLACK.

White.	Black.
1. *K.P. two squares.*	1. *K.P. two squares.*
2. *K.B.P. two squares.*	2. *K.P. takes P.*
3. *K.B. to Q.B. fourth.*	3. *Q. checks.*
4. *K. to K.B. square.*	4. *K.Kt.P. two squares.*
5. *K.Kt. to K.B. third.*	5. *Q. to K.R. fourth.*
6. *K.R.P. two squares.*	6. *K.B. to K.Kt. second.*
7. *Q.P. two squares.*	7. *Q.P. one square.*
8. *K.R. to its second.*	8. *Q.B. to K.Kt. fifth.*
9. *K. to Kt. square.*	9. Q.B. takes K.Kt.
10. P. takes Q.B.	10. Q.Kt. to Q. second.

In the first place,

11. Q.B.P. one square. 11. K.B. to K.R. third.
12. K.R.P. takes P. 12. Q. takes P.+
13. K.R. to K.Kt. second. 13. Q. to K.B. third, and has the best of the game.

In the second place,

11. Q.Kt. to Q.B. third. 11. Q.Kt. to its third.
12. K.B. to Q.Kt. third. 12. K.Kt. to K. second.
13. If you play Q.Kt. to its fifth, he will move K. to Q. second. But if
P. takes P. 13. Q. takes P.+
14. K.R. to K.Kt. second. 14. Q. to K.B. third.
15. Q.Kt. to K. second. 15. K.Kt. to its third.

16. Q.B.P. one square.	16. K. castles with Q.R.
17. Q.Kt. takes P.	17. K.Kt. takes Kt.
18. Q.B. takes Kt.	18. Q. takes Q.B.
19. K.R. takes K.B.	19. Q.R. to K.Kt. square,

and has evidently the best of the game.

SEVENTH GAME.

White.	Black.
1. *K.P. two squares.*	1. *K.P. two squares.*
2. *K.B.P. two squares.*	2. *K.P. takes P.*
3. *K.B. to Q.B. fourth.*	3. *Q. checks.*
4. *K. to K.B. square.*	4. *K.Kt.P. two squares.*
5. *K.Kt. to B. third.*	5. *Q. to K.R. fourth.*
6. *K.R.P. two squares.*	6. *K.B. to K.Kt. second.*
7. *Q.P. two squares.*	7. *Q.P. one square.*

In the first place,

8. K.B. to K. second.	8. K.Kt.P. one square.
9. K.Kt. to K. square.	9. K.Kt. to B. third.
10. Q.Kt. to B. third.	10. Q. to K.Kt. third.
11. K.B. to Q. third.	11. K.Kt. to R. fourth.
12. Q.Kt. to Q. fifth.	12. K.Kt. checks.
13. K. to Kt. square.	13. K.B. takes P.+
14. K. to R. second.	14. Q. to K.R. fourth, and wins.

In the second place,

8. Q.Kt. to B. third.	8. K.R.P. one square.
9. Q.Kt. to Q. fifth.	9. K. to Q. square.
10. K.B. to K. second.	10. Q. to K.Kt. third.
11. K.P. one square.	11. Q.B.P. one square.
12. K.B. to Q. third.	12. Q.B. to K.B. fourth, and

has a very good game. This position is the same as that in the Tenth Game, Second Defence, page 440.

EIGHTH GAME.

White.	Black.
1. *K. P. two squares.*	1. *K. P. two squares.*
2. *K. B. P. two squares.*	2. *K. P. takes P.*
3. *K. B. to Q. B. fourth.*	3. *Q. checks.*
4. *K. to K. B. square.*	4. *K. Kt. P. two squares.*
5. If you play Q. Kt. to B. third, he will move K. B. to K. Kt. second. If	
K. Kt. to K. B. third.	5. *Q. to K. R. fourth.*
6. *K. R. P. two squares.*	6. *K. B. to K. Kt. second.*
7. K. B. to K. second.	7. K. Kt. P. one square.
8. If you play Kt. to K. R. second, he will advance P. to K. B. sixth, and afterwards take K. R. P., having a very fine game. But if	
K. Kt. to K. square.	8. K. Kt. to B. third.

FIRST ATTACK.

9. K. P. one square.	9. K. Kt. to K. fifth.
10. K. B. takes P.	10. K. Kt. to its sixth.+
11. K. to Kt. square.	11. Q. takes K. P.
12. K. R. to its third.	12. K. R. P. two squares.
13. K. B. to its third.	13. Q. P. two squares, winning K. R., for if you play it to its second square, he will give checkmate with the Queen.

SECOND ATTACK.

9. Q. Kt. to Q. B. third.	9. Q. to K. Kt. third.
10. Q. P. one square.	10. K. Kt. to K. R. fourth.
11. Q. Kt. to Q. fifth.	11. K. Kt. checks.
12. K. to Kt. square.	12. K. B. checks.
13. K. to R. second.	13. Kt. takes B., and wins.

If White, on the ninth move, had played Q. P. one square, the proper move for the Black would have been K. B. to R. third.

NINTH GAME.

White.	Black.
1. *K. P. two squares.*	1. *K. P. two squares.*
2. *K. B. P. two squares.*	2. *K. P. takes P.*
3. *K. B. to Q. B. fourth.*	3. *Q. checks.*
4. *K. to K. B. square.*	4. *K. Kt. P. two squares.*
5. Q. to K. B. third.	

FIRST DEFENCE.

	5. Q. P. one square.
6. K. Kt. P. one square.	6. If he take P. with P., you should retake with K. R. P., and afterwards take K. B. P. with Q. But suppose,

In the first place,

	Q. to K. R. third.
7. K. Kt. P. takes P.	7. K. Kt. P. takes P.
8. Q. P. two squares.	8. Q. Kt. to Q. B. third.

9. Q. B. P. one square, and you will afterwards take P. with Q. B., having the best of the game.

In the second place,

	6. Q. to K. Kt. fifth.
7. Q. takes Q. (A.)	7. Q. B. takes Q.
8. P. takes P.	8. P. takes P.
9. Q. P. two squares.	9. If he play P. to K. B. sixth, you should play K. to B. second. But if
	K. B. to K. R. third.
10. Q. Kt. to Q. B. third.	10. Q. B. P. one square.
11. K. Kt. to K. second.	11. P. to K. B. sixth.

12. K. Kt. to its third, and afterwards playing K. to K. B. second, and K. R. P. one square, will win the Gambit Pawn.

(A.)

7. Q.P. two squares. 7. Q. takes Q.
8. K.Kt. takes Q. 8. If he play K.Kt.P. one square, you should play K.Kt. to its fifth. If he take P. with P., you should take K.Kt.P. with K.Kt. But if

K.B. to K.R. third.

9. P. takes P. 9. P. takes P.
10. Q.Kt. to Q.B. third. 10. Q.B. checks.
11. K. to K.B. second. 11. K.Kt. to K. second.
12. Q.Kt. to K. second. 12. K.Kt. to its third.
13. K.Kt. to K. square, and playing afterwards K.Kt. to Q. third, recovers the Pawn, with a good position.

SECOND DEFENCE.

5. K.Kt. to K.B. third.
6. K.Kt.P. one square. 6. Q. to K.Kt. fifth.
7. K.P. one square. 7. If he take K.Kt.P. with P., you take K.B.P. with K.B. But if

Q. takes Q.

8. K.Kt. takes Q. 8. K.Kt. to K. fifth.
9. Q.P. one square, and will recover the Pawn, and have a better game than the Black.

THIRD DEFENCE.

5. Q.Kt. to Q.B. third.
6. K.Kt.P. one square. 6. Q. to K.R. third.
7. P. takes P.

In the first place,

7. P. takes P.
8. Q.P. one square. 8. If he play Q.Kt. to Q. fifth, see the First Variation. But if

Q.Kt. to K. fourth.

9. Q.B. takes P. 9. Q.Kt. takes Q.
10. Q.B. takes Q. 10. K.B. takes B.
11. K.Kt. takes Kt., and has the best position.

In the second place,

	7. Q. Kt. to Q. fifth.
8. Q. to Q. third.	8. K. B. to Q. B. fourth.
9. Q. B. P. one square.	9. Q. Kt. to K. third.
10. P. to K. B. fifth.	10. Q. Kt. to K. B. fifth.

11. It would not be good play to take K. B. P., checking, see the Second Variation; therefore,

Q. to K. B. third.	11. Q. P. one square.

12. Q. P. two squares, having an excellent game.

FIRST VARIATION,

BEGINNING AT THE EIGHTH MOVE OF THE BLACK.

White.	Black.
1. *K. P. two squares.*	1. *K. P. two squares.*
2. *K. B. P. two squares.*	2. *K. P. takes P.*
3. *K. B. to Q. B. fourth.*	3. *Q. checks.*
4. *K. to K. B. square.*	4. *K. Kt. P. two squares.*
5. *Q. to K. B. third.*	5. *Q. Kt. to Q. B. third.*
6. *K. Kt. P. one square.*	6. *Q. to K. R. third.*
7. *P. takes P.*	7. *P. takes P.*
8. *Q. P. one square.*	8. Q. Kt. to Q. fifth.
9. Q. to K. B. second.	9. K. B. to Q. B. fourth.
10. Q. B. P. one square.	10. Q. Kt. to Q. Kt. sixth.
11. Q. P. one square.	

In the first place,

	11. K. B. takes P.
12. P. takes K. B.	12. Kt. takes Q. R.
13. Q. B. takes P.	13. Q. to Q. B. third.
14. Q. Kt. to Q. second.	14. Q. Kt. to Q. B. seventh.
15. K. Kt. to K. B. third.	15. Q. P. one square.

16. K. Kt. to its fifth, and though you have lost the exchange and a Pawn, yet I prefer your game on account of your strong attack. Instead of playing on the ninth move Q. to K. B. second, Cozio recommends Q. to Q.

square, and afterwards Q.B.P. one square, but Mr. Jaenisch shows that the second player will then have the best of the game.

In the second place,

	11. Q.Kt. takes Q.R.
12. Q.P. takes K.B.	12. Q.P. one square.
13. Q.B. takes P.	13. Q. to K.Kt. third.
14. P. takes Q.P.	14. P. takes P.
15. Q.Kt. to Q. second.	15. Q.B. to K. third.

16. K.Kt. to K.B. third, and you have the best of the game.

SECOND VARIATION,

BEGINNING AT THE ELEVENTH MOVE OF THE WHITE.

White.	Black.
1. *K.P. two squares.*	1. *K.P. two squares.*
2. *K.B.P. two squares.*	2. *K.P. takes P.*
3. *K.B. to Q.B. fourth.*	3. *Q. checks.*
4. *K. to K.B. square.*	4. *K.Kt.P. two squares.*
5. *Q. to K.B. third.*	5. *Q.Kt. to Q.B. third.*
6. *K.Kt.P. one square.*	6. *Q. to K.R. third.*
7. *P. takes P.*	7. *Q.Kt. to Q. fifth.*
8. *Q. to Q. third.*	8. *K.B. to Q.B. fourth.*
9. *Q.B.P. one square.*	9. *Q.Kt. to K. third.*
10. *P. to K.B. fifth.*	10. *Q.Kt. to K.B. fifth.*
11. K.B. takes K.B.P.+	11. K. to K.B. square.
12. Q. to K.B. fourth.	12. K.B. takes K.Kt.

In the first place,

13. K.R. takes K.B.	13. Q. to K.R. sixth.+
14. K. to K. square.	14. Kt. to Q. sixth.+
15. K. to Q. square.	15. Kt. to K. fourth, and will afterwards win K.B.

In the second place,

13. K.B. takes Kt. — 13. Q. to K.R. sixth.+
14. K. to K. square. — 14. Kt. to Q. sixth.+
15. If you play K. to K. second, he will check with Q. at K.Kt. seventh, and afterwards take K.B. and K.R.; therefore,
K. to Q. square. — 15. Q. to K.B. sixth.+
16. K. to Q.B. second. — 16. Kt. to K. eighth.+
17. K. to Q.Kt. third. — 17. Q. to Q. eighth.+
18. K. to Q.Kt. fourth. — 18. Kt. to Q.B. seventh.+
19. K. to Q.R. fourth. — 19. Kt. takes Q.R.+
20. Q.Kt.P. one square. — 20. K.R. takes K.B., and wins easily.

TENTH GAME.

White.	Black.
1. *K.P. two squares.*	1. *K.P. two squares.*
2. *K.B.P. two squares.*	2. *K.P. takes P.*
3. *K.B. to Q.B. fourth.*	3. *Q. checks.*
4. *K. to K.B. square.*	4. *K.Kt.P. two squares.*
5. Q.Kt. to Q.B. third.	

FIRST DEFENCE.

5. Q.B.P. one square.
6. K.Kt. to K.B. third. Instead of this move Mr. Jaenisch directs the White to play Q. to K.B. third, see the Eleventh Game.
6. Q. to K.R. fourth.
7. K.R.P. two squares. — 7. K.R.P. one square.
8. Q.P. two squares. — 8. Q.P. one square.
9. K. to K.Kt. square.

In the first place,

	9. Q.B. to K.Kt. fifth.
10. P. takes K.Kt.P.	10. Q.B. takes Kt.
11. K.R. takes Q.	11. Q.B. takes Q.

12. Q.Kt. takes B., and has the best position.

In the second place,

	9. K.Kt.P. one square.
10. K.Kt. to K. square.	10. P. to K.B. sixth.
11. K.Kt.P. takes P.	11. P. takes P.
12. Q. takes P.	12. Q. to K.Kt. third.+
13. K.Kt. to its second.	13. If he play Q.B. to K.Kt. fifth, you should take K.B.P. with K.B., &c.

There is not much difference in the Game; White has recovered the Pawn, but his King is not in a good position.

SECOND DEFENCE.

	5. K.B. to K.Kt. second.
6. Q.P. two squares.	6. Q.P. one square.

In the first place,

7. K.Kt. to K.B. third.	7. Q. to K.R. fourth.
8. K.R.P. two squares.	8. K.R.P. one square.
9. Q.Kt. to Q. fifth.	9. K. to Q. square.
10. K.B. to K. second.	10. Q. to K.Kt. third.
11. K.P. one square.	11. Q.B.P. one square.
12. K.B. to Q. third.	12. Q.B. to K.B. fourth.
13. Q.Kt. to Q.B. third.	13. Q.P. one square, and has the best of the game.

In the second place,

7. K.B. to K. second.	7. Q. to K.R. third.
8. K.R.P. two squares.	8. K.B.P. one square.
9. K.Kt. to K.B. third.	9. Q.B. to K.Kt. fifth.
10. K. to K.B. second.	10. Q. to K.Kt. third.

11. K.R.P. takes P.	11. K.B.P. takes P.
12. K.P. one square.	12. K.R.P. one square.
13. Q.Kt. to Q. fifth.	13. K. to Q. square.
14. Q.B. to Q. second.	14. Q.Kt. to Q. second.
15. Q.B. to its third.	15. Q.B.P. one square.
16. Q.Kt. to its fourth.	16. Q.P. one square, and has a good game, besides a Pawn more.

ELEVENTH GAME.

White.	Black.
1. *K.P. two squares.*	1. *K.P. two squares.*
2. *K.B.P. two squares.*	2. *K.P. takes P.*
3. *K.B. to Q.B. fourth.*	3. *Q. checks.*
4. *K. to K.B. square.*	4. *K.Kt.P. two squares.*
5. *Q.Kt. to Q.B. third.*	5. The best move is K.B. to K.Kt. second, see the Variation. But suppose he plays

FIRST DEFENCE.

Q.B.P. one square.

6. Q. to K.B. third.

In the first place,

	6. K.Kt. to K. second.
7. K.Kt.P. one square.	7. Q. to K.R. third.
8. K.Kt.P. takes P.	8. P. takes P.
9. Q.P. two squares.	9. K.Kt. to its third.
10. Q.Kt. to K. second.	10. K.B. to K.Kt. second.

11. Q.B.P. one square, and will afterwards take the Pawn at K.B. fourth.

In the second place,

	6. K.B. to K.Kt. second.
7. K.Kt.P. one square.	7. Q. to K.R. third.
8. P. takes P.	8. P. takes P.

9. Q.Kt. to K. second, and recovers the Pawn.

In the third place,

	6. K.B. to Q. third.
7. K.Kt.P. one square.	7. Q. to K.R. third.
8. P. takes P.	8. K.B. takes P.
9. Q.Kt. to K. second.	9. K.Kt. to K. second.
10. Q.Kt. takes K.B.	10. P. takes Q.Kt.

11. Q.P. two squares, and afterwards plays K.Kt. to K. second, recovering the Pawn.

In the fourth place,

	6. Q.P. one square.
7. K.Kt.P. one square.	7. Q. to K.Kt. fifth.
8. Q.P. one square.	8. Q. takes Q.
9. K.Kt. takes Q.	9. K.B. to K.R. third.
10. P. takes P.	10. P. takes P.

11. Q.Kt. to K. second, and then takes P.

SECOND DEFENCE.

	5. K.Kt. to K. second.
6. Q. to K.B. third.	

In the first place,

	6. Q.P. one square.
7. K.Kt.P. one square.	7. If he play Q. to K.R. third, you exchange Pawns, and then play Q.P. one square, and you will easily recover the Pawn. But if
	Q. to K.Kt. fifth.
8. Q.P. one square.	8. Q. takes Q.
9. K.Kt. takes Q.	9. K.B. to K.R. third.
10. P. takes P.	10. P. takes P.

11. K.Kt. to K.R. fourth, and afterwards Q.Kt. to Q. fifth, or K. second, will soon win the Gambit Pawn.

In the second place,

	6. Q.Kt. to Q.B. third.
7. K.Kt.P. one square.	7. Q. to K.R. third.
8. P. takes P.	8. P. takes P.

9. Q.P. one square. 9. K.Kt. to its third.
10. K.Kt. to K. second. 10. If he play Q.Kt. to K. fourth, you take P. with Q.B. But if K.B. to Q. third.
11. Q.P. one square. 11. K.B.P. one square.
12. Q.Kt. to Q. fifth. 12. K.R. to K.B. square.
13. Q.B.P. one square, and will afterwards take the Gambit Pawn.

VARIATION,

BEGINNING AT THE FIFTH MOVE OF THE BLACK.

White.	Black.
1. *K.P. two squares.*	1. *K.P. two squares.*
2. *K.B.P. two squares.*	2. *P. takes P.*
3. *K.B. to Q.B. fourth.*	3. *Q. checks.*
4. *K. to K.B. square.*	4. *K.Kt.P. two squares.*
5. *Q.Kt. to Q.B. third.*	5. K.B. to K.Kt. second.

FIRST ATTACK.

6. K.Kt. to K.B. third. 6. Q. to K.R. fourth.
7. K.R.P. two squares. 7. K.R.P. one square.
8. Q.P. two squares. 8. Q.P. one square.
9. K.P. one square. 9. Q.P. takes P.
10. Q.Kt. to Q. fifth. 10. K. to Q. square.
11. Q.P. takes P. 11. Q.B. to Q. second.
12. K. to K.Kt. square. 12. Q. to K.Kt. third.
13. K.R.P. takes P. 13. K.R.P. takes P.
14. K.R. takes R. 14. K.B. takes R.
15. You would have a strong attack by taking K.Kt.P. with K.Kt., and afterwards the Gambit Pawn with Q.B.; this ingenious attack was suggested to Mr. Jaenisch by Mr. Petroff; the former shows, however, that it is not sound. Suppose you play

Q. to K. square. 15. If he play Q.Kt. to B. third, you take P. with Q.B., in order to check with Q. at K.R. fourth. He ought to play

	K.B. to K.Kt. second.
16. Q. to Q.Kt. fourth.	16. Q.Kt.P. one square.

The game is in favour of the Black.

SECOND ATTACK.

6. Q. to K.B. third.	6. K.Kt. to K.B. third.
7. K.Kt.P. one square.	7. P. takes P.
8. K.R.P. takes P.	8. Q. to K.Kt. fifth.
9. Q.P. one square.	9. K.R.P. one square.
10. K.P. one square.	10. Q. takes Q.+
11. K.Kt. takes Q.	11. K.Kt. to its fifth.
12. Q.Kt. to Q. fifth.	12. K. to Q. square.
13. Q.P. one square.	13. K.B.P. one square, and has the best of the game.

THIRD ATTACK.

6. K.Kt.P. one square.	6. P. takes K.Kt.P.
7. K. to K.Kt. second.	

In the first place,

	7. K.B. takes Q.Kt.
8. K.Kt. to K.B. third.	8. Q. to K.R. third.
9. K.R.P. takes P.	9. Q. to K.Kt. second.
10. Q.P. takes K.B.	10. K.R.P. one square.
11. Q. to Q. fourth.	11. K.B.P. one square.
12. Q.B. to K. third.	12. Q.Kt. to Q.B. third, and has a good position, with a Pawn more.

In the second place,

	7. Q.P. one square.
8. K.R.P. takes P.	8. Q. to K.Kt. fifth.
9. Q. to K.B. square.	9. Q. to Q. second.
10. K.Kt. to K.B. third.	10. K.R.P. one square.
11. Q. to K.B. second.	11. Q.B.P. one square.
12. Q.P. two squares.	12. Q. to Q.B. second.
13. Q.B. to Q. second.	13. Q.B. to K. third, and has the best of the game.

LOPEZ GAMBIT.

THIS peculiar Gambit was first noticed by Ruy Lopez, in his scarce and valuable Treatise, published in 1561. The beginning is like the ordinary King's Bishop's Game; but, after a few moves, the first player sacrifices the King's Bishop's Pawn, as in the King's Gambit. It is considered a safe opening for the first player, as the Gambit Pawn cannot be defended without loss.

FIRST GAME.

White.	Black.
1. K.P. two squares.	1. K.P. two squares.
2. K.B. to Q.B. fourth.	2. K.B. to Q.B. fourth.
3. Q. to K. second.	3. If he play Q.B.P. one square, you may take K.B.P., checking, in order afterwards to play Q. to Q.B. fourth. But if Q.P. one square.
4. K.B.P. two squares.	4. The best move is K.Kt. to K.B. third, see the Third Game. But suppose K.B. takes K.Kt.
5. K.R. takes K.B.	5. K.P. takes P.; he might also have played K.Kt. to K.B. third, see the Second Game.

6. Q.P. two squares; this move is said by Mr. Jaenisch to cause the loss of the game, by enabling Black to defend the Pawn he has gained: it appears to me that the assertion is incorrect. Mr. J. suggests playing this Pawn one square only, (see the Second Variation,) which is doubtless also a good move, and previously noticed by Cozio.

6. Q. to K.R. fifth+; in the First Variation he plays K.Kt.P. two squares, as recommended by Mr. Jaenisch.

7. K.Kt.P. one square. 7. P. takes P.

8. K.R. takes P.

FIRST DEFENCE.

8. K.Kt. to K.B. third.

9. Q.B. to K.Kt. fifth. 9. Q. to K.R. fourth.

10. Q. to K.Kt. second. 10. If he move K.Kt. to Q. second, or to its own square, you may play K.B. to K. second, and afterwards remove Q.B., attacking Q. with K.R. But suppose

K.Kt. to its fifth.

11. Q.B. to Q. second. 11. K.Kt. takes K.R.P.

12. K.B. to K. second, and wins K.Kt.; for if he play Q. to K.R. fifth, you play Q.B. to K. Kt. fifth.

SECOND DEFENCE.

8. K.B.P. one square.

9. Q. to K.B. second. 9. If he take K.P. he will lose the Queen. But if

K.Kt. to K. second.

10. K.R. takes K.Kt.P. 10. Q. takes K.P.+

11. Q.B. to K. third. 11. Q.P. one square.

12. Q.Kt. to Q.B. third. 12. The best move is to play Q. to K. third. But suppose

Q. to K.R. eighth.+

13. K. to Q. second. 13. Q. takes Q.R.

14. Q. takes K.B.P. 14. Q.Kt. to Q.B. third.

15. Q.B. to K.Kt. fifth, and wins easily.

THIRD DEFENCE.

8. K.R.P. one square.
9. Q. to K.B. second. 9. K.Kt. to K.B. third.
10. Q.Kt. to Q.B. third; you might also take K.B.P. with K.B.

10. If he move Q.B. to K. third, you advance Q.P., and then take K.Kt.P. If he play K.R. to K.Kt. square, you take K.B.P., checking. But if

K.Kt.P. one square.
11. Q.B. to K.Kt. fifth. 11. P. takes Q.B.
12. Q. takes K.Kt. 12. Q. takes K.R.P.
13. Q. takes K.B.P.+ 13. K. to Q. square.
14. K. castles, and wins easily.

FIRST VARIATION,

BEGINNING AT THE SIXTH MOVE OF THE BLACK.

White.	Black.
1. *K.P. two squares.*	1. *K.P. two squares.*
2. *K.B. to Q.B. fourth.*	2. *K.B. to Q.B. fourth.*
3. *Q. to K. second.*	3. *Q.P. one square.*
4. *K.B.P. two squares.*	4. *K.B. takes Kt.*
5. *K.R. takes B.*	5. *K.P. takes P.*
6. *Q.P. two squares.*	6. K.Kt.P. two squares.

7. K.R.P. two squares; in the Third Variation you play K.Kt.P. one square.

7. K.R.P. one square.
8. Q. to K.R. fifth. 8. Q. to K. second.
9. P. takes K.Kt.P. 9. Q. takes K.P.+
10. K. to K.B. square.

FIRST DEFENCE.

10. Q. takes Q.P.
11. Q. takes K.B.P.+ 11. K. to Q. square.
12. Q.Kt. to Q.B. third. 12. K.Kt. to K. second.
13. P. takes K.R.P., and has the best of the game.

SECOND DEFENCE.

	10. Q. to K.R. second.
11. P. takes K.R.P.	11. K.Kt. takes P.
12. Q.B. takes P.	12. Q.Kt. to Q.B. third.
13. Q.B.P. one square.	13. Q.B. to K.Kt. fifth.
14. Q. takes K.Kt.	14. Q. takes Q.
15. Q.B. takes Q.	15. K.R. takes Q.B.
16. Q.Kt. to Q. second.	16. K.R. to K.B. third.+
17. Q.Kt. to K.B. third.	17. K. castles.

18. K. to K.B. second, and the game is equal.

SECOND VARIATION,

BEGINNING AT THE SIXTH MOVE OF THE WHITE.

White.	Black.
1. *K.P. two squares.*	1. *K.P. two squares.*
2. *K.B. to Q.B. fourth.*	2. *K.B. to Q.B. fourth.*
3. *Q. to K. second.*	3. *Q.P. one square.*
4. *K.B.P. two squares.*	4. *K.B. takes K.Kt.*
5. *K.R. takes K.B.*	5. *P. takes P.*
6. Q.P. one square.	

FIRST DEFENCE.

	6. K.Kt.P. two squares.
7. Q. to K.R. fifth.	7. Q. to K.B. third.
8. K.Kt.P. one square.	8. P. takes P.
9. K.R. takes P.	9. K.R.P. one square.

10. K.R. to K.B. third, and has evidently the best of the game.

SECOND DEFENCE.

	6. Q. checks.
7. K.Kt.P. one square.	7. P. takes P,

8. K.R. takes P. 8. If he play K.Kt.P. one square, or K.Kt. to K.B. third, you play Q.B. to K.Kt. fifth. But if

K.R.P. one square.

9. Q. to K.B. second, and recovers the Pawn, with the best position.

THIRD VARIATION,

BEGINNING AT THE SEVENTH MOVE OF THE WHITE.

White.	Black.
1. *K.P. two squares.*	1. *K.P. two squares.*
2. *K.B. to Q.B. fourth.*	2. *K.B. to Q.B. fourth.*
3. *Q. to K. second.*	3. *Q.P. one square.*
4. *K.B.P. two squares.*	4. *K.B. takes K.Kt.*
5. *K.R. takes K.B.*	5. *K.P. takes P.*
6. *Q.P. two squares.*	6. *K.Kt.P. two squares.*
7. K.Kt.P. one square.	7. P. takes K.Kt.P.

8. Q. to K.R. fifth; instead of this move Mr. Jaenisch directs the White to take P. with K.R., which gives Black the opportunity of advancing K.Kt.P., and preventing the attack of the Queen.

8. If he play Q. to K.B. third, or to Q. second, you take P. with K.R. But if

Q. to K. second.

9. K.R. takes P.

FIRST DEFENCE.

9. P. to K.Kt. fifth.

10. Q.B. to K.Kt. fifth. 10. If he take K.P. he will lose the Queen. If he play Q. to Q. second, you will take K.Kt.P. with K.R.; therefore

In the first place,

K.Kt. to K.B. third.

11. Q. to K.R. fourth. 11. Q.Kt. to Q. second.

12. K.R. takes K.Kt.P., and has the best of the game.

In the second place,

	10. Q. to K.B. square.
11. K.R.P. one square.	11. P. takes K.R.P.
12. K.R. to K.B. third.	12. P. to K.R. seventh.

13. K.R. takes K.B.P., and will win.

SECOND DEFENCE.

	9. K.Kt. to K.B. third.
10. Q. to K. second.	10. If he play K.Kt.P. one square, you move Q.B. to K.Kt. fifth, threatening to advance K.P. But if K.Kt. takes K.P.
11. K.R. to K. third.	11. K.B.P. two squares.
12. Q.Kt. to Q.B. third.	12. Q.Kt. to Q.B. third.
13. Q.Kt. takes K.Kt.	13. Q.Kt. takes Q.P.
14. Q.Kt. to K.B. sixth.+	14. K. to Q. square.
15. K.R. takes Q.	15. Q.Kt. takes Q.

16. K.R. takes Kt. and will win.

Since writing the foregoing I observe that Mr. Jaenisch, in vol. ii. page 269, acknowledges he was wrong in stating that White would lose by playing Q.P. two squares on the sixth move, instead of moving it one square only, for in both cases, by sacrificing K.B., the White will have an irresistible attack; I agree with him in this assertion, and preferring this mode of play to that given above, I subjoin the moves in the following Variation.

FOURTH VARIATION,

BEGINNING AT THE EIGHTH MOVE OF THE THIRD VARIATION.

White.	Black.
1. *K.P. two squares.*	1. *K.P. two squares.*
2. *K.B. to Q.B. fourth.*	2. *K.B. to Q.B. fourth.*
3. *Q. to K. second.*	3. *Q.P. one square.*

4. *K.B.P. two squares.* 4. *K.B. takes Kt.*
5. *K.R. takes K.B.* 5. *K.P. takes P.*
6. *Q.P. two squares.* 6. *K.Kt.P. two squares.*
7. *K.Kt.P. one square.* 7. *P. takes K.Kt.P.*
8. K.B. takes K.B.P.+ 8. If he play K. to K.B. square, you may take P. with K.R., or play K.R. to K.B. square, having clearly the best of the game. But if K. takes K.B.
9. Q. to K.R. fifth.+

FIRST DEFENCE.

9. K. to K.Kt. second.
10. Q.B. takes P. 10. If he take K.R.P. you checkmate in four moves. If he play K.Kt. to K. second, or to K.B. third, you check with Q.B. at K.R. sixth. But if Q. to Q. second.
11. K.R. takes P. 11. K. to K.B. square.
12. K.R. to K.B. third.+ 12. K. to Kt. second.
13. Q.B. to K.R. sixth.+ 13. K.Kt. takes B.
14. Q. checkmates.

SECOND DEFENCE.

9. K. to K.B. square.
10. Q.B. takes P. 10. If he play Q. to K. square, or to Q. second, you win by checking with K.R. If he play K.Kt. to K. second, you check with Q.B. at K.R. sixth. Finally, if he play K.Kt. to K.B. third, you take it with Q.B., and he cannot retake without losing the Queen.

THIRD DEFENCE.

9. K. to K. second.
10. Q.B. takes P.+ 10. K.Kt. to K.B. third.
11. Q.B. takes Kt.+ 11. K. takes Q.B.
12. K.R. to K.B. square.+ 12. K. to Kt. second.
13. Q. to K.B. seventh.+ 13. K. to K.R. third
14. K.R. to K.B. sixth, checks, and wins the Queen.

FOURTH DEFENCE.

9. K. to K. third.

10. Q.B. takes P. 10. If he play Q. to K.B. square, you check with Pawn, and win easily. If he move Q. to her second, you play Q.Kt. to Q.B. third, winning very easily; therefore

In the first place,

K.Kt. to K.B. third.

11. Q. to K.R. fourth. 11. K.R. to K.B. square.

12. K.R. takes P., and afterwards plays K.R. to K.B. third, will win without difficulty.

In the second place,

10. K.Kt. to K. second.

11. Q. to K.Kt. fourth.+ 11. K. to B. second.

12. K.R. to K.B. square.+ 12. K. to K. square.

13. Q. to K.R. fifth.+ 13. K. to Q. second.

14. Q.B. takes K.Kt. 14. Q. to K. square.

15. K.R. to K.B. seventh, and will win.

SECOND GAME.

White.	Black.
1. *K.P. two squares.*	1. *K.P. two squares.*
2. *K.B. to Q.B. fourth.*	2. *K.B. to Q.B. fourth.*
3. *Q. to K. second.*	3. *Q.P. one square.*
4. *K.B.P. two squares.*	4. *K.B. takes Kt.*
5. *K.R. takes K.B.*	5. K.Kt. to K.B. third.

6. Q.P. one square. 6. If he play Q.B. to K.Kt. fifth, you move Q. to K.B. second, and if he castle, or play Q.Kt. to Q.B. third, you advance K.B.P., threatening to win Q.B. by playing K.R.P. and K.Kt.P. But if Q. to K. second.

7. Q.Kt. to Q.B. third.

FIRST DEFENCE.

	7. Q.Kt. to Q.B. third.
8. Q.B. to K. third.	8. P. takes K.B.P.
9. Q.B. takes P.	9. Q.Kt. to Q. fifth.
10. Q. to K.B. second.	10. Q.Kt. to K. third.

11. K.Kt.P. two squares, and the position is in favour of the White.

SECOND DEFENCE.

	7. Q.B. to K. third.
8. K.B. takes B.	8. Q. takes B.
9. K.B.P. one square.	9. Q. to K. second.
10. Q.B. to K.Kt. fifth.	10. Q.B.P. one square.
11. K. castles.	11. Q.Kt. to Q. second.
12. Q. to K.B. second.	12. If he castle with K.R. you should advance K.Kt.P. two squares, and afterwards K.R.P. two squares. But if he play Q.Kt. to its third, in order to castle with Q.R., you move Q.R P. two squares, having the best of the game.

THIRD GAME.

White.	Black.
1. *K.P. two squares.*	1. *K.P. two squares.*
2. *K.B. to Q.B. fourth.*	2. *K.B. to Q.B. fourth.*
3. *Q. to K. second.*	3. *Q.P. one square.*
4. *K.B.P. two squares.*	4. K.Kt. to K.B. third.

In the first place,

5. Q.P. one square.	5. Q.B. to K.Kt. fifth.
6. K.Kt. to K.B. third.	6. Q. to K. second.
7. P. takes K.P.	7. Q.P. takes P.
8. Q.B. to K. third.	8. Q.Kt. to Q. second.
9. Q.Kt. to Q. second.	9. K. castles with K.R.
10. K. castles with K.R.	

The game is about equal.

In the second place,

5. K.Kt. to K.B. third.	5. Q. to K. second.
6. Q.P. one square.	6. Q.B. to K.Kt. fifth.
7. K.B.P. takes P.	7. Q.P. takes P.
8. Q.B. to K.Kt. fifth.	8. Q.Kt. to Q. second.
9. Q.Kt. to Q. second.	9. K. castles with Q.R.

10. K. castles with Q.R., and the position is equal.

FOURTH GAME.

White.	Black.
1. *K.P. two squares.*	1. *K.P. two squares.*
2. *K.B. to Q.B. fourth.*	2. *K.B. to Q.B. fourth.*
3. *Q. to K. second.*	3. *Q.P. one square.*
4. Q.B.P. one square.	4. K.Kt. to K.B. third.

5. K.B.P. two squares. 5. If he take K.B.P., or play Q.B. to K.Kt. fifth, you should play K.Kt. to K.B. third. But if

K.B. takes K.Kt.

6. K.R. takes K.B. 6. K.P. takes P.

7. Q.P. one square; you might also play this Pawn two squares.

7. K.Kt.P. two squares; this is not a good move, as the Gambit Pawn cannot be defended as in the ordinary Gambit; he ought to have castled, or moved Q. Kt.

8. K.Kt.P. one square. 8. P. takes K.Kt.P.

9. Q.B. takes P. 9. P. takes K.R.P.

10. Q. takes P.

FIRST DEFENCE.

10. K.R. to K.Kt. square.

11. K.P. one square. 11. Q.P. takes P.

12. Q. takes P.+ 12. If he play K. to K.B. square, you would check with Q.B. If he play K. to Q. second, you ought to take K.B.P. with K.B. But if

	Q.B. to K. third.
13. K.B. takes B.	13. Q. to K. second.
14. K.B. takes K.B.P.+	14. K. takes K.B.
15. Q. takes Q.+	15. K. takes Q.
16. Q.B. takes Kt.+	16. K. to B. second.
17. K.R. takes R.	17. K. takes R.

White ought to win.

SECOND DEFENCE.

	10. Q.Kt. to Q. second.
11. K.R. to K.B. square.	11. K.R. to K.Kt. square.
12. Q. takes K.R.P.	12. K.Kt. takes Q.
13. K.B. takes K.B.P.+	13. K. to K.B. square.

14. Q.B. takes Q., and has evidently the best of the game.

FIFTH GAME.

White.	Black.
1. *K.P. two squares.*	1. *K.P. two squares.*
2. *K.B. to Q.B. fourth.*	2. *K.B. to Q.B. fourth.*
3. *Q. to K. second.*	3. Q.Kt. to Q.B. third; this move is given in the "Palamède" for June, 1842, and supposed by Mr. Jaenisch, vol. i. page 144, to be original; it is, however, to be found in Lopez.

FIRST ATTACK.

4. K.B. takes K.B.P.+	4. K. takes K.B.
5. Q. to Q.B. fourth.+	5. Q.P. two squares.

6. If you take P. with Q.P. he will take K.B.P., checking, and afterwards play Q.Kt. to Q.R. fourth. But if

Q. takes K.B.	6. Q.P. takes P.
7. Q. to Q.B. fourth.+	7. Q.B. to K. third.
8. Q. takes P.	8. K.Kt. to K.B. third, and has the best position.

SECOND ATTACK.

4. Q.B.P. one square. 4. Q.P. one square.
5. K.B.P. two squares. 5. K.P. takes P.; instead of this move it would be better to play K.Kt. to K.B. third.
6. K.Kt. to K.B. third. 6. K.Kt.P. two squares.
7. K.R.P. two squares. 7. K.Kt.P. one square.
8. K.Kt. to its fifth.

In the first place,

8. Q.Kt. to K. fourth.
9. Q.P. two squares. 9. K.R.P. one square.
10. K.Kt. takes K.B.P. 10. Q.Kt. takes Kt.
11. K.B. takes Kt.+ 11. K. takes K.B.
12. Q.P. takes K.B., and will afterwards win the Gambit Pawn, and have the best of the game.

In the second place,

8. K.Kt. to K.R. third.
9. Q.P. two squares. 9. K.B. to Q.Kt. third.
10. Q.B. takes P. 10. K.B.P. one square.
11. You may play K.Kt. to K.R. third, in order, if he take it, to check with Q. at K.R. fifth; or you may castle, having in each case the best of the game.

FIFTH OPENING;

OR, THE

QUEEN'S GAMBIT.

FIFTH OPENING;

OR, THE

QUEEN'S GAMBIT.

THE Queen's Gambit is neither so interesting nor so instructive as the King's Gambit, but it is considered a safer game for the first player, as in all cases, with correct play, his position will be at the least equal to his adversary's: this arises chiefly from the second player not being able to defend the Gambit Pawn, as in the King's Gambit.

In the first place, I shall suppose the Black to refuse the Gambit, and afterwards shall give the proper Attack and Defence.

FIRST GAME.

White.	Black.
1. Q.P. two squares.	1. Q.P. two squares.
2. Q.B.P. two squares.	2. K.P. one square; this move is given by Mr. Jaenisch, vol. i. page 62; he states it to be the only good move, (*le coup juste,*) and that it is disadvantageous to accept the Gambit: if these assertions were correct, it would of course do away with the Opening of the Queen's Gambit; but

as Mr. J. himself afterwards shows that the Pawn may be taken, and the position, after a few moves, be quite equal, the Queen's Gambit may still continue to be accepted without danger.

Mr. J. observes, that the move of K.P. one square has never been recommended by any author; in this he is mistaken, as it is given as a good move by Carrera, page 433, and by Stamma, see my Translation, page 130; the former adds only one move more on each side, the same as that given by Mr. J.; Stamma extends the game to thirteen moves. Mr. J. continues the opening thus:

3. Q.Kt. to Q.B. third.	3. K.Kt. to K.B. third.
4. K.P. one square.	4. Q.B.P. two squares.
5. K.Kt. to K.B. third.	5. Q.Kt. to Q.B. third.

The game is quite equal.

SECOND GAME.

White.	Black.
1. *Q.P. two squares.*	1. *Q.P. two squares.*
2. *Q.B.P. two squares.*	2. Q.B.P. one square; it is better to play this Pawn two squares.
3. Q.Kt. to Q.B. third.	3. K.P. one square.
4. K.P. one square.	4. K.B. to K. second.
5. Q.B.P. one square.	5. Q.Kt.P. one square.
6. Q.Kt.P. two squares.	6. Q.R.P. two squares.
7. Q.Kt. to Q.R. fourth.	7. Q.Kt. to Q. second.
8. Q.Kt.P. one square.	

FIRST DEFENCE.

	8. Q.B.P. takes P.
9. K.B. takes P.	9. Q.Kt.P. takes P.
10. Q.Kt. takes P.	10. K.B. takes Q.Kt.
11. P. takes K.B.	11. Q. to Q.B. second.

12. Q.B. to Q.R. third, and has the best position.

SECOND DEFENCE.

	8. Q.Kt.P. takes P.
9. Q.Kt.P. takes P.	9. Q.Kt. to its square.
10. K.B. to Q.Kt. fifth.	10. Q. to Q.B. second.

11. Q.P. takes P. and has the best of the game.

THIRD GAME.

White.	Black.
1. *Q.P. two squares.*	1. *Q.P. two squares.*
2. *Q.B.P. two squares.*	2. *Q.B.P. one square.*
3. K.B.P. one square.	3. If he take P. with P. you play K.P. one square, and if he then play Q.Kt.P. two squares, you move Q.R.P. two squares, &c. But if K.Kt. to K.B. third.
4. Q.Kt. to Q.B. third.	4. Q.B. to K.B. fourth.
5. K.P. one square.	5. K.P. one square.
6. K.B. to Q. third.	6. Q.B. takes B.
7. Q. takes Q.B.	7. K.B. to Q.Kt. fifth.
8. K.P. one square.	8. K.B. takes Kt.+
9. P. takes K.B.	9. Q.Kt. to Q. second.
10. Q.B.P. takes Q.P.	10. Q.B.P. takes P.
11. K.P. one square.	11. K.Kt. to K.R. fourth.

12. K.Kt. to K. second, and has the best of the game.

FOURTH GAME.

White.	Black.
1. *Q.P. two squares.*	1. *Q.P. two squares.*
2. *Q.B.P. two squares.*	2. *Q.B.P. two squares.*

3. Q.Kt. to Q.B. third; this is Salvio's move, who does

not recommend taking either Pawn, contrary to the opinion of Ponziani.

	3. K.P. one square.
4. K.Kt. to K.B. third.	4. Q.Kt. to Q.B. third.

FIRST ATTACK.

5. K.P. one square.	5. K.Kt. to K.B. third.
6. Q.R.P. one square.	6. Q.R.P. two squares.
7. Q.Kt.P. one square.	7. Q.Kt.P. one square.
8. Q.B. to Q.Kt. second.	8. K.B. to K. second.

There is little difference in the game.

SECOND ATTACK.

5. Q.P. takes P.	5. If he take P. with Q.P., you should exchange Queens, and then play K.P. two squares. But suppose
	Q.P. one square.
6. Q.Kt. to Q.R. fourth.	6. K.B. takes P.
7. Q.Kt. takes K.B.	7. Q. to Q.R. fourth, checks, and recovers the piece, with at least an equal game.

FIFTH GAME.

White.	Black.
1. *Q.P. two squares.*	1. *Q.P. two squares.*
2. *Q.B.P. two squares.*	2. *Q.B.P. one square.*
3. *Q.Kt. to Q.B. third.*	3. Q.P. takes P.
4. K.P. two squares.	4. Q.Kt.P. two squares.
5. Q.R.P. two squares.	

FIRST DEFENCE.

	5. Q. to Q.R. fourth.
6. Q.B. to K. third.	6. Q.Kt.P. one square.
7. Q.Kt. to its square.	7. Q.Kt.P. one square.+

8. Q.Kt. to Q.B. third. 8. Q.B. to Q.R. third.
9. K.Kt. to K.B. third, and will recover the Gambit Pawn in a few moves.

SECOND DEFENCE.

5. Q. to Q.Kt. third.
6. Q.R.P. takes P. 6. Q.B.P. takes P.
7. Q.Kt.P. one square. 7. If he take Q.Kt.P. he evidently loses the two Pawns. But if Q.B. to Q.R. third.
8. Q.Kt.P. takes P. 8. P. takes P.
9. Q. to Q.R. fourth.+ 9. K. to Q. square.
10. K.Kt. to K.B. third, and will easily recover the Pawn, with a better position.

SIXTH GAME.

White.	Black.
1. *Q.P. two squares.*	1. *Q.P. two squares.*
2. *Q.B.P. two squares.*	2. Q.B.P. two squares.

3. Q.B.P. takes P.; this is the proper move, according to Mr. Jaenisch; he says it would be wrong to take Q.B.P., because Black, by advancing Q.P., will be able to support it, and afterwards win your doubled Pawn: Ponziani seems to have been of a different opinion, allowing, indeed, that the Q.P. may be taken, but stating that it is also good play to take Q.B.P.; see his method of play in the next Game.

3. Q. takes P.
4. K.P. one square. 4. P. takes Q.P.
5. Q.Kt. to Q.B. third. 5. Q. to Q. square.
6. K.P. takes P. 6. K.P. one square.
7. K.Kt. to K.B. third.

There is little difference in the game.

SEVENTH GAME.

White.	Black.
1. *Q. P. two squares.*	1. *Q. P. two squares.*
2. *Q. B. P. two squares.*	2. *Q. B. P. two squares.*
3. Q. P. takes Q. B. P.	

FIRST DEFENCE.

	3. Q. P. takes P.
4. Q. to Q. R. fourth.+	4. If he play Q. Kt. to Q. second, you should play P. to Q. B. sixth. But if Q. B. to Q. second.
5. Q. takes Q. B. P., and has the best of the game.	

SECOND DEFENCE.

	3. Q. to Q. R. fourth.+
4. Q. to Q. second.	4, Q. takes Q.
5. Q. Kt. takes Q.	5. Q. P. takes P.
6. Q. Kt. takes P.	

In the first place,

	6. Q. Kt. to Q. second.
7. Q. Kt. P. two squares.	7. Q. R. P. two squares.
8. Q. B. to Q. R. third.	8. P. takes P.
9. Q. B. takes P.	9. Q. R. to its fifth.
10. Q. R. P. one square.	10. Q. Kt. takes P.
11. Q. Kt. to its sixth, and will win.	

In the second place,

	6. K. P. one square.
7. Q. Kt. to K. sixth.+	7. K. B. takes Kt.
8. P. takes K. B.	8. K. Kt. to K. B. third.
9. K. B. P. one square.	9. K. castles.
10. K. P. two squares.	10. K. P. one square.
11. Q. Kt. P. one square.	11. K. R. to Q. square.
12. Q. B. to Q. R. third.	12. K. Kt. to K. square.
13. Q. R. to Q. square, and has the best of the game.	

THIRD DEFENCE.

	3. Q.P. one square.
4. Q.Kt.P. two squares.	

In the first place,

	4. K.P. two squares.
5. K.Kt. to K.B. third.	5. K.B.P. one square.
6. K.P. one square.	6. Q.P. takes P.
7. Q. takes Q.+	7. K. takes Q.
8. Q.B. takes P.	8. Q.R.P. two squares.
9. Q.Kt.P. one square.	9. Q.Kt. to Q. second.
10. P. to Q.B. sixth.	10. Q.Kt.P. takes P.
11. Q.R.P. two squares.	11. If he take P. you retake with Q.R.P. But if P. to Q.B. fourth.

12. Q.Kt. to Q. second, and will afterwards play it opportunely to Q.Kt. third, having the best of the game.

In the second place,

	4. Q.R.P. two squares.
5. Q.Kt.P. one square.	5. K.P. two squares.
6. Q.R.P. two squares.	6. K.B. takes P.
7. Q.Kt. to Q. second.	7. Q.B. to K. third.
8. Q.Kt. to its third.	8. Q.Kt. to Q. second.
9. Q.Kt. takes K.B.	9. Q.Kt. takes Kt.

10. K.P. one square, and the game is equal.

EIGHTH GAME.

White.	Black.
1. *Q.P. two squares.*	1. *Q.P. two squares.*
2. *Q.B.P. two squares.*	2. Q.P. takes P.

3. You may play K.P. one or two squares; the former is the better move, if your adversary be in the habit of

defending the Gambit, otherwise I prefer the latter. In this game I shall suppose you to play

K.P. one square. 3. Q.Kt.P. two squares.

4. Q.R.P. two squares.

FIRST DEFENCE.

4. P. takes P.

5. K.B. takes P. 5. Q.B. to Q. second.

6. Q. to K.B. third. 6. K.P. one square.

7. Q. takes Q.R., and you have evidently the best of the game. If, on the sixth move, Black had played Q.B. to its third, you would have checkmated him in three moves.

SECOND DEFENCE.

4. Q.B.P. one square.

5. Q.R.P. takes P. 5. Q.B.P. takes P.

6. Q. to K.B. third, and wins a piece.

THIRD DEFENCE.

4. Q.B. to Q. second, or to Q.R. third.

5. Q.R.P. takes P. 5. Q.B. takes P.

6. You may take P. with K.B., in order afterwards to check with Q. at Q.R. fourth; or you may play

Q.Kt.P. one square. 6. Q. to Q. fourth.

7. P. takes P. 7. Q.B. takes P.

8. Q. to Q.R. fourth, checks, and afterwards takes Q.B. with Q.

NINTH GAME.

White.	Black.
1. *Q.P. two squares.*	1. *Q.P. two squares.*
2. *Q.B.P. two squares.*	2. *Q.P. takes P.*
3. *K.P. one square.*	3. K.P. two squares.

FIRST ATTACK.

4. K.B. takes P.	4. K.P. takes P.
5. K.P. takes P.	5. K.B. to Q. third.

6. Q.B. to K. third, and the game is about equal.

SECOND ATTACK.

4. Q.P. takes P.	4. Q. takes Q.+
5. K. takes Q.	5. Q.Kt. to Q.B. third.

In the first place,

6. K.B. takes P.	6. Q.Kt. takes P.
7. Q.Kt. to Q. second.	7. Q.Kt. takes K.B.
8. Q.Kt. takes Kt.	8. Q.B. to K. third, and afterwards castles, having a good game.

In the second place,

6. K.Kt. to K.B. third.	6. Q.B. to K. third.
7. Q.Kt. to Q. second.	7. K. castles.
8. K. to Q.B. second.	8. Q.Kt. to its fifth.+
9. K. to Q.B. third.	9. Q.Kt. to Q. sixth.
10. K.B. takes Kt.	10. Q.R. takes K.B.+
11. K. to Q.B. second.	

White's pieces are somewhat confined, but there is not much difference in the game.

TENTH GAME.

White.	Black.
1. *Q.P. two squares.*	1. *Q.P. two squares.*
2. *Q.B.P. two squares.*	2. *Q.P. takes P.*
3. K.P. two squares.	3. Q.Kt.P. two squares.
4. Q.R.P. two squares.	4. Q.B.P. one square.
5. Q.R.P. takes P.	5. P. takes P.
6. Q.Kt.P. one square.	

FIRST DEFENCE.

	6. P. takes Q. Kt. P.
7. K. B. takes P.+	7. Q. B. to Q. second.

8. Q. takes P., having a better position than the Black.

SECOND DEFENCE.

	6. Q. to Q. B. second.
7. P. takes P.	7. P. takes P.
8. Q. to Q. R. fourth.+	8. Q. B. to Q. second.

9. Q. takes P., and has the best position.

THIRD DEFENCE.

	6. Q. B. to Q. R. third.
7. Q. Kt. P. takes P.	7. P. takes P.
8. Q. R. takes Q. B.	8. Q. Kt. takes Q. R.
9. Q. to Q. R. fourth.+	9. Q. to Q. second.
10. Q. takes Q. Kt.	10. If he take Q. P., he will evidently lose Q. R. Suppose Q. R. to Q. square.
11. K. B. takes P.	11. If he take Q. P. he will lose the Queen. If he play Q. R. to Q. B. square, you should move K. B. to Q. Kt. fifth, winning easily.

FOURTH DEFENCE.

	6. Q. Kt. P. one square.
7. Q. Kt. P. takes P.	7. Q. R. P. two squares.
8. Q. B. to K. B. fourth.	8. If he play Q. Kt. to Q. second, you should play Q. to Q. R. fourth. But if Q. B. to Q. second.
9. K. B. to Q. third.	

This is a much better Defence than any of the preceding, though, perhaps, you have still the best of the game, on account of your centre Pawns. The two passed Pawns of the Black are, however, very dangerous: you should, as

soon as possible, play K.B. to Q.B. second, and afterwards to Q.R. fourth, to prevent those Pawns from advancing. Perhaps it would have been better, on the seventh move, to have taken P. with K.B., instead of Q.Kt.P.

ELEVENTH GAME.

White.	Black.
1. *Q.P. two squares.*	1. *Q.P. two squares.*
2. *Q.B.P. two squares.*	2. *Q.P. takes P.*
3. *K.P. two squares.*	3. K.B.P. two squares; this new defence of the Queen's Gambit was first published in the *Second Series* of the *Palamède*, vol. ii. page 10, from which this game is taken: Mr. W. Schwartz, of Livonia, is the inventor of it. It does not appear to me a very good method of defence.
4. K.P. one square.	4. Q.B. to K. third.
5. Q.Kt. to Q.R. third.	5. Q.Kt. to Q.B. third.
6. Q.B. to K. third.	6. Q.Kt. to Q.R. fourth.
7. Q. checks.	7. Q.B.P. one square.

8. It would not be good play to take P. with Q.Kt., because he would retake with Q.Kt., and then advance Q.Kt.P. two squares. If he were to retake with Q.B., and then play Q.Kt.P. two squares, he would lose the game. But suppose

In the first place,

K. castles.	8. Q.Kt.P. two squares.
9. Q. to Q.B. second.	9. K.Kt.P. one square.
10. K.Kt. to K.B. third.	10. Q.B. to Q. fourth.
11. K.P. one square.	11. Q.B. takes K.Kt.
12. P. takes Q.B.	12. K.Kt. to K.B. third.
13. K.R.P. two squares.	13. Q. to Q. fourth.
14. Q. to Q. second.	14. Q.Kt. to Q.Kt. second.

15. Q.B. to K.Kt. fifth.	15. K.B. to K.Kt. second.
16. Q.R. to K. square.	16. Q.R.P. two squares.
17. Q.R. to K. fifth.	17. Q. takes K.B.P.
18. K.R. to its third.	18. K.Kt. to K. fifth, and ought to win.

In the second place,

8. Q.B. to Q. second.	8. Q. takes Q.P.
9. Q. takes Q.Kt.	9. Q. takes Q.Kt.P.
10. Q.B. to its third.	10. Q. to Q.Kt. third.
11. Q. takes Q.	11. Q.R.P. takes Q.
12. Q.Kt. takes P.	12. P. to Q.Kt. fourth.
13. Q.Kt. to K. third.	13. K.B.P. one square.
14. Q.Kt. to Q.B. second.	14. Q.R. takes P.
15. K.B. to Q. third.	15. Q.R. takes R.

16. Q.B. takes R., and your game is superior to the Black's.

Instead of taking his Q. on the eleventh move, it would be better to take P. with Q.Kt. You might, on the tenth move, have played Q.R. to Q.Kt. square.

TWELFTH GAME.

White.	Black.
1. *Q.P. two squares.*	1. *Q.P. two squares.*
2. *Q.B.P. two squares.*	2. *Q.P. takes P.*
3. *K.P. two squares.*	3. K.P. two squares.
4. Q.P. takes P.	4. Q. takes Q.
5. K. takes Q.	5. The best move is Q.Kt. to Q. second; but suppose he plays Q.Kt.P. two squares.
6. Q.R.P. two squares.	6. Q.B.P. one square.
7. P. takes Q.Kt.P.	7. P. takes P.
8. Q.Kt. to Q.B. third.	

FIRST DEFENCE.

8. Q.B. to Q. second; or Q.Kt.P. one square.
9. Q.Kt. to Q. fifth. 9. K. to Q. square.
10. Q.Kt. to its sixth, winning a Rook for a Knight.

SECOND DEFENCE.

8. Q.B. to Q.R. third.
9. Q.Kt.P. one square. 9. If he were to take Q.Kt.P. you would take Q.B., and afterwards Q.Kt.P. with K.B., &c. But suppose Q.Kt.P. one square.
10. Q.Kt. to Q. fifth. 10. K. to Q. square.
11. Q.B. to Q. second. 11. If he play Q.B. to Q.Kt. second, you take P. with K.B. If he play K.B. to Q.B. fourth, you take Q.Kt.P. with Q.B., and if he take K.B.P. you play Q.B. to K.B. eighth. But if P. to Q.B. sixth.
12. K.B. takes Q.B. 12. Q.Kt. takes K.B.
13. Q.B. to K.Kt. fifth, checks, and wins a piece.

THIRTEENTH GAME.

White.	Black.
1. *Q.P. two squares.*	1. *Q.P. two squares.*
2. *Q.B.P. two squares.*	2. *Q.P. takes P.*
3. *K.P. two squares.*	3. *K.P. two squares.*
4. *Q.P. takes P.*	4. *Q. takes Q.*
5. *K. takes Q.*	5. Q.B. to K. third.
6. K.B.P. two squares.	6. K.Kt.P. one square.
7. Q.Kt. to Q. second.	7. Q.Kt.P. two squares.
8. Q.R.P. two squares.	8. Q.B.P. one square.
9. Q.R.P. takes P.	9. P. takes P.
10. Q.Kt.P. one square.	

FIRST DEFENCE.

	10. P. takes K.Kt.P.
11. K.B. takes P.+	11. Q.Kt. to Q. second.
12. Q.R. to Q.Kt. square.	12. Q.R. to Q.Kt. square.
13. K.B. to Q.R. fourth.	13. K. to Q. square.
14. K.B. takes P.	14. Q.Kt. to Q.B. fourth.

15. K.B. to Q.B. second, and has the best of the game.

SECOND DEFENCE.

	10. Q.B.P. one square.
11. K.B. takes P.+	11. Q.B. to Q. second.
12. K.B. takes B.+	12. Q.Kt. takes B.
13. Kt. to Q.Kt. square.	13. Q.R. to Q.B. square.
14. K. to Q.B. second.	14. Q.Kt. to Q.B. fourth.
15. Q.R. takes P.	15. Q.Kt. takes K.P.
16. K.Kt. to K. second.	16. K.B. to Q.Kt. fifth.
17. Q.R. to Q.Kt. seventh.	17. K.B. to Q.R. fourth.

18. Q.Kt.P. one square, and you have the best of the game, as he must lose Q.B.P.

THIRD DEFENCE.

	10. Q.R.P. two squares.
11. P. takes P.	11. Q.Kt.P. one square.
12. K.Kt. to K.B. third.	12. Q.Kt. to Q.B. third.

13. Q.R. to its fourth, and has the best of the game.

The error of the Black, in this game, consists in playing Q.B. to K. third, on the fifth move, instead of Q.Kt. to Q. second.

DEFENCE.

THE BLACK HAVING THE FIRST MOVE.

FIRST GAME.

Black.	White.
1. *Q. P. two squares.*	1. *Q. P. two squares.*
2. *Q. B. P. two squares.*	2. *Q. P. takes P.*

FIRST ATTACK.

3. Q. to Q. R. fourth.+	3. Q. B. P. one square.
4. Q. takes Gambit P.	4. K. P. two squares.
5. Q. P. takes P.	5. Q. checks.
6. Q. Kt. to Q. B. third.	6. Q. takes P.

The game is equal.

SECOND ATTACK.

3. K. P. one square.	3. K. P. two squares.
4. Q. checks.	4. Q. to Q. second.
5. Q. takes Q.	5. Q. Kt. takes Q.
6. Q. P. takes P.	6. Q. Kt. takes P.
7. If he play Q. Kt. to Q. second, you should play K. B. to Q. Kt. fifth. But if K. B. P. two squares.	7. Q. Kt. to Q. sixth.+
8. K. B. takes Kt.	8. P. takes K. B.

The game is rather in favour of the White.

SECOND GAME.

Black.	White.
1. *Q. P. two squares.*	1. *Q. P. two squares.*
2. *Q. B. P. two squares.*	2. *Q. P. takes P.*
3. Q. Kt. to Q. B. third.	3. K. P. two squares.

FIRST ATTACK.

4. Q. P. takes P.	4. Q. takes Q.

In the first place,

5. K. takes Q.	5. Q. B. to K. third.
6. K. P. two squares.	6. Q. Kt. to Q. B. third.
7. K. B. P. two squares.	7. K. castles.+
8. Q. B. to Q. second.	8. K. Kt. P. one square, and your game is at least equal to the Black's.

In the second place,

5. Q. Kt. takes Q.	5. Q. Kt. to Q. B. third.
6. K. P. two squares.	6. Q. Kt. takes P.
7. Q. B. to K. B. fourth.	7. K. B. to Q. third.
8. Q. B. takes Q. Kt.	8. K. B. takes B.
9. K. B. takes P.	9. K. Kt. to K. second.

The game is equal.

SECOND ATTACK.

4. Q. P. one square.	4. K. B. P. two squares.
5. K. P. two squares.	5. K. Kt. to K. B. third.

In the first place,

6. K. Kt. to K. B. third.	6. K. B. to Q. third.
7. K. P. takes P.	7. Q. B. takes P.
8. K. B. takes P.	8. K. castles.
9. K. castles.	9. Q. Kt. to Q. second.

The position is about equal.

In the second place,

6. K.B.P. one square; it would be better to take K.B.P., or play K.Kt. to K.B. third.

	6. K.B. to Q.B. fourth.
7. K.B. takes P.	7. P. takes K.P.
8. K.B.P. takes P.	8. K.Kt. to its fifth. (A.)
9. K.Kt. to K.R. third.	9. Q. checks.
10. K. to Q. second.	10. K.Kt. to K. sixth.
11. Q. to K. second.	11. Q.B. to K.Kt. fifth.
12. Q. to Q. third.	12. K.Kt. takes K.Kt.P., and will win easily.

(A.)

	8. K.Kt. takes K.P.
9. Q.Kt. takes K.Kt.	9. Q. checks.
10. Q.Kt. to K.Kt. third.	10. It would not be good play to take K.B. on account of the check with Q. at K.R. fifth; therefore
	K.B. takes K.Kt.
11. K.R. takes K.B.	11. Q. takes K.R.P.
12. Q. to K.R. fifth.+	12. Q. takes Q.
13. Kt. takes Q.	

The game is in favour of the Black.

THIRD GAME.

Black.	White.
1. *Q.P. two squares.*	1. *Q.P. two squares.*
2. *Q.B.P. two squares.*	2. *Q.P. takes P.*
3. K.P. two squares.	3. K.P. two squares.
4. Q.P. takes P.	4. Q. takes Q.
5. K. takes Q.	5. Q.Kt. to Q. second.
6. K.B.P. two squares.	6. Q.Kt. to Q.B. fourth.
7. Q.Kt. to Q.B. third.	7. Q.B.P. one square.

FIRST ATTACK.

8. K.B. takes P.	8. Q.Kt.P. two squares.
9. K.B. to Q.Kt. third.	9. Q.Kt.P. one square.
10. Q.Kt. removes.	10. Q.Kt. takes P.

The game is about equal.

SECOND ATTACK.

8. Q.B. to K. third.	8. Q.B. checks.

9. If he interpose K.B. you should check with Q.R., then take K.B., and afterwards play Q.Kt.P. two squares. If he play K.Kt. to B. third, you should play Q.Kt.P. two squares. But if

K. to Q.B. second.	9. Q.Kt. takes P.

10. Kt. takes Q.Kt. 10. Q.B. to K.B. fourth, and recovers the piece, with a better position than the Black.

THIRD ATTACK.

8. Q.R.P. two squares.	8. Q.B. checks.
9. K.Kt. to K.B. third.	9. Q.R. checks.
10. K. to K. square.	10. Q.B. takes K.Kt.
11. P. takes Q.B.	11. Q.Kt. to its sixth.
12. Q.R. to Q.Kt. square.	12. Kt. takes Q.B.
13. Q.R. takes Kt.	13. K.B. to Q.B. fourth.

In the first place,

14. P. to K.B. fifth.	14. K.B. to Q. fifth.
15. P. to K. sixth.	15. K.B.P. takes P.
16. P. takes P.	16. K.Kt. to K. second.

17. K.B. takes P. 17. K.Kt. to its third, and afterwards playing K. to K. second, and Kt. to K.B. square, or to K.B. fifth, you will win P. at K. third.

In the second place,

14. Kt. to K. second.	14. Q.Kt.P. two squares.
15. P. takes P.	15. P. takes P.

16. Q.Kt.P. one square. 16. K.B. to K. sixth.
17. If he play R. to Q.Kt. square, you should play P. to Q.B. sixth, and afterwards to Q.B. seventh, &c. But if
Q.R. to Q.B. second. 17. K.Kt. to K. second.
18. If he play P. to K.B. fifth, you should play Kt. to Q.B. third, and if he then play P. to K.B. fourth, you play Kt. to Q. fifth, &c. But if
Q.Kt.P. takes P. 18. P. takes P.
19. Q.R. takes P. 19. Kt. to K.Kt. third.
20. Q.R. to Q.R. fourth. 20. Q.R. to Q.Kt. square, and you have a good game.

FOURTH GAME.

Black.	White.
1. *Q.P. two squares.*	1. *Q.P. two squares.*
2. *Q.B.P. two squares.*	2. *Q.P. takes P.*
3. *K.P. two squares.*	3. *K.P. two squares.*
4. *P. takes P.*	4. *Q. takes Q.*+
5. *K. takes Q.*	5. *Q.Kt. to Q. second.*
6. *K.B.P. two squares.*	6. *Q.Kt. to Q.B. fourth.*
7. Q.Kt. to Q. second.	7. Q.B. to Q. second.

FIRST ATTACK.

8. K.Kt.P. one square. 8. Q.B. to its third.
9. K.B. to K.Kt. second. 9. K.B.P. one square.
10. Must either lose a Pawn, or have one doubled on the King's file; for if he take the Pawn you retake with K.Kt.

SECOND ATTACK.

8. K.Kt. to K.R. third. 8. Q.B. to its third.
9. K.Kt. to K.B. second. 9. Q.Kt.P. two squares, and your position is better than his.

THIRD ATTACK.

8. K.B. takes P.	8. Q.B. to its third.
9. K.B. to Q. fifth.	9. Q.B. takes K.B.
10. P. takes Q.B.	10. Q.R. to Q. square, and

you recover the Pawn, with a good position. If, on the eighth move, Black had played K.Kt. to K. second, you would have checked with Q.B. at Q.R. fifth, and have had a better position than the Black.

IRREGULAR OPENINGS.

IRREGULAR OPENINGS.

THE following Openings, varying from the preceding in the first or second move, are termed irregular. With the exception of the first they usually lead to dull and uninteresting games, and are, consequently, seldom played. The first Opening, where the second player begins by moving K.P. *one* square, is a favourite with many players, and certainly deserves more consideration than the others.

FIRST GAME.

White.	Black.
1. K.P. two squares.	1. K.P. one square; this move may be played with safety, but if not properly opposed, it generally transfers the attack to the second player. It is usual to move Q.P. two squares, or K.B.P. two squares, in opposition to it; I shall examine both these: some players move Q.B.P. two squares, but there are objections to this move; in the first place the Q.P. is left behind, and can rarely then be advanced two squares; secondly, if one of the adversary's Knights be played to Q. fifth square, he cannot be dislodged by a Pawn.

2. Q.P. two squares. 2. Q.P. two squares.
3. You should take his Q.P., as in a subsequent game. But suppose
K.P. one square. 3. Q.B.P. two squares.
4. K.B. checks; it is rarely that this check is good play, instead of it you may play Q.B.P. one square.
4. Q.Kt. to Q.B. third.

In the first place,

5. K.B. takes Kt.+ 5. P. takes K.B.
6. Q.B.P. one square. 6. Q. to Q.Kt. third.
7. K.Kt. to K.B. third. 7. Q.B. to Q.R. third.
8. Q.Kt. to Q. second. 8. P. takes Q.P.
9. Q.B.P. takes P. 9. Q.B.P. one square.
10. Q.Kt. to its third. 10. P. takes P.
11. K.Kt. takes P. 11. K.B. checks.
12. Q.B. to Q. second. 12. K.Kt. to K. second.
13. K.Kt. to K. second. 13. K.Kt. to Q.B. third.
14. K.B.P. two squares. 14. Q. to K. sixth, and has an excellent position.

In the second place,

5. Q.B.P. one square. 5. Q. to Q.Kt. third.
6. K.B. takes Kt.+ 6. P. takes K.B.
7. K.B.P. two squares. 7. P. takes Q.P.
8. Q.B.P. takes P. 8. Q.B.P. one square.
9. K.Kt. to K.B. third. 9. Q.B. to Q. second.
10. K. castles. (A.) 10. P. takes P.
11. K.Kt. takes P. 11. K.B. to Q.B. fourth.
12. Q.B. to K. third. 12. Q. takes Q.Kt.P. and wins.

(A.)

10. Q.Kt. to Q.B. third. 10. K.Kt. to K.R. third.
11. If you castle you will lose Q.P. at the least; therefore
Q.Kt.P. one square. 11. K.Kt. to K.B. fourth.
12. Q.Kt. to K. second. 12. P. takes Q.P.
13. K.Kt. takes P. 13. K.B. checks.

14. K. to K.B. square. 14. Kt. takes Kt.
15. If you take Kt. with Q. he will exchange Queens, and then play K.B. to Q.B. sixth. If you take Kt. with Kt., he will also play K.B. to Q.B. sixth, winning either Q.R. or Q.Kt.

SECOND GAME.

White.	Black.
1. *K.P. two squares.*	1. *K.P. one square.*
2. *Q.P. two squares.*	2. *Q.P. two squares.*
3. *K.P. one square.*	3. *Q.B.P. two squares.*
4. Q.B.P. one square.	4. Q.Kt. to Q.B. third.
5. K.B.P. two squares.	5. Q. to Q.Kt. third.
6. K.Kt. to K.B. third.	6. Q.B. to Q. second.

FIRST METHOD.

7. Q.Kt.P. one square. 7. K.Kt. to K.R. third.
8. Q.B. to K. third. 8. P. takes Q.P.
9. If you take P. with P. he will check with K.B., having the best of the game. But if
Q.B. takes P. 9. K.B. to Q.B. fourth.
10. Q.B. takes B. 10. Q. takes B., and has the best of the game.

SECOND METHOD.

7. K.B. to K. second.

FIRST DEFENCE.

7. K.Kt. to K.R. third.
8. If you castle he will exchange Pawns, and then play K.Kt. to K.B. fourth, winning a Pawn. If
Q.Kt.P. one square. 8. P. takes Q.P.
9. Q.B.P. takes P. 9. K.B. checks.
10. Your position is much inferior to the Black's, for if you move K. to K.B. square, he will play Kt. to K.B.

fourth. If you play K. to B. second, he will play Q.R. to Q.B. square.

SECOND DEFENCE.

7. Q.R. to Q.B. square.

In the first place,

8. K. castles.	8. P. takes Q.P.
9. If you take P. with K.Kt., he will play K.B. to Q.B. fourth; and if you then play Q.B. to K. third, you will lose Q.Kt.P.; therefore	
Q.B.P. takes P.	9. Q.Kt. takes Q.P.
10. K.Kt. takes Kt.	10. K.B. to Q.B. fourth.
11. Q.B. to K. third.	11. Q. takes Q.Kt.P., recovers the piece, with a better position.

In the second place,

8. Q.Kt.P. one square.	8. P. takes Q.P.
9. Q.B.P. takes P. (A.)	9. K.B. checks.
10. K. to B. second.	10. Kt. takes Q.P.
11. Kt. takes Kt.	11. Q.R. takes Q.B.
12. Q. takes Q.R.	12. Q. takes Kt., checks, and wins Q.R.

(A.)

9. K.Kt. takes P.	9. Kt. takes Kt.
10. Q.B.P. takes Kt.	10. K.B. checks.
11. K. to B. square.	11. Q.R. takes Q.B.
12. Q takes R.	12. Q. takes Q.P., and ought to win.

In the third place,

8. Q.R.P. one square.	8. K.B.P. one square.
9. Q.Kt.P. two squares.	9. P. takes Q.P.
10. Q.B.P. takes P.	10. K.B. to K. second.
11. K. castles.	11. P. takes K.P.
12. K.B.P. takes P.	12. Kt. takes K.P.

13. K. Kt. takes Kt.	13. R. takes Q. B.
14. Q. takes Q. R.	14. Q. takes P.+
15. K. to R. square.	15. Q. takes Kt., and has the best of the game.

THIRD GAME.

White.	Black.
1. *K. P. two squares.*	1. *K. P. one square.*
2. *Q. P. two squares.*	2. *Q. P. two squares.*
3. *K. P. one square.*	3. *Q. B. P. two squares.*
4. *Q. B. P. one square.*	4. *Q. Kt. to Q. B. third.*
5. K. B. to Q. Kt. fifth.	5. Q. to Q. Kt. third.
6. K. B. takes Kt.	6. P. takes K. B.
7. K. B. P. two squares.	7. P. takes Q. P.
8. Q. B. P. takes P.	8. P. to Q. B. fourth.
9. K. Kt. to B. third.	9. Q. B. to Q. second.
10. Q. Kt. to B. third.	10. K. Kt. to R. third.
11. K. castles.	11. K. Kt. to K. B. fourth.
12. Q. Kt. to K. second.	12. P. takes Q. P.
13. Q. Kt. takes P.	13. K. B. to Q. B. fourth, and will win.

FOURTH GAME.

White.	Black.
1. *K. P. two squares.*	1. *K. P. one square.*
2. *Q. P. two squares.*	2. *Q. P. two squares.*
3. *K. P. one square.*	3. *Q. B. P. two squares.*
4. *Q. B. P. one square.*	4. *Q. Kt. to B. third.*
5. K. Kt. to K. B. third.	5. Q. to Q. Kt. third.
6. K. B. to Q. third.	6. Q. B. to Q. second.
7. K. B. to Q. B. second.	7. Q. R. to Q. B. square.

8. K. castles.	8. K.B.P. one square.
9. Q.Kt.P. one square.	9. Q.B.P. takes P.
10. Q.B.P. takes P.	10. K.B.P. takes P.
11. P. takes P.	11. K.B. to Q.B. fourth.
12. K.Kt. to its fifth.	12. K.Kt. to K. second.
13. Q. checks.	13. K.Kt.P. one square.
14. K.B. takes K.Kt.P.+	14. K.Kt. takes B.
15. K.Kt.P. takes K.R.P.	15. Q.Kt. takes K.P.
16. Q.B. to Q.Kt. second.	16. K.B. to Q. fifth.
17. Q.B. takes B.	17. Q. takes Q.B., and has evidently the best of the game.

FIFTH GAME.

White.	Black.
1. *K.P. two squares.*	1. *K.P. one square.*
2. *Q.P. two squares.*	2. *Q.P. two squares.*
3. *K.P. one square.*	3. *Q.B.P. two squares.*
4. *Q.B.P. one square.*	4. *Q Kt. to Q.B. third.*
5. Q.B. to K. third.	5. Q. to Q.Kt. third.

In the first place,

6. Q.Kt.P. one square.	6. P. takes Q.P.
7. Q.B.P. takes P.	7. K.B. checks, and compels you to move the King, in order not to lose a Pawn.

In the second place,

6. Q. to Q. second.	6. Q.B. to Q. second.
7. K.B.P. two squares.	7. Q.R. to Q.B. square.
8. K.Kt. to K.B. third.	8. K.Kt. to K.R. third.
9. K.B. to Q. third.	9. P. takes Q.P.
10. Q.B.P. takes P.	10. Q.Kt. to its fifth.

11. If you play Q.Kt.P. one square, he will win either Q. or K.R., by checking with Q.R. But if

K. castles.	11. Q.Kt. takes K.B.
12. Q. takes Kt.	12. Q.B. to Q.Kt. fourth, and will win.

SIXTH GAME.

White.	Black.
1. *K. P. two squares.*	1. *K. P. one square.*
2. *Q. P. two squares.*	2. *Q. P. two squares.*
3. K. P. takes P.	3. Q. P. takes P.
4. Q. B. P. two squares.	

FIRST DEFENCE.

	4. P. takes Q. B. P.
5. K. B. takes P.	5. K. B. to Q. third.
6. Q. to Q. Kt. third.	6. Q. to K. second.+
7. K. Kt. to K. second.	7. K. Kt. to K. B. third.
8. K. castles.	8. K. castles.
9. Q. Kt. to Q. B. third.	9. Q. Kt. to Q. B. third.
10. K. B. to Q. third.	

The position is slightly in favour of the White, who has, however, an isolated Pawn.

SECOND DEFENCE.

	4. K. Kt. to K. B. third.
5. Q. Kt. to Q. B. third.	

In the first place,

	5. Q. P. takes P.
6. K. B. takes P.	6. If he play K. B. to K. second, you should play K. Kt. to K. B. third, and then, if both castle, the game will be nearly equal. But if
	K. B. to Q. third.
7. Q. to K. second.+	7. Q. to K. second.
8. Q. takes Q.	8. K. B. takes Q.

9. Q. B. to K. B. fourth, and the game is about equal.

In the second place,

	5. K. B. to K. second.
6. K. Kt. to K. B. third.	6. K. castles.

7. K.B. to K. second.	7. Q.P. takes P.
8. K.B. takes P.	8. Q.B. to K.Kt. fifth.
9. K. castles.	9. Q.Kt. to Q.B. third.
10. Q.B. to K. third.	

Major Jaenisch says, the game is equal; I rather prefer the Black's

THIRD DEFENCE.

4. Q.B.P. two squares; if instead of this move he were to play K.B. to Q. third, you might advance Q.B.P.

5. Q.P. takes P.

In the first place,

	5. Q. to Q.R. fourth.+
6. Q.B. to Q. second.	6. Q. takes P.
7. P. takes Q.P.	7. K.Kt. to K.B. third.
8. Q.Kt. to Q.B. third.	8. K.Kt. takes P.

9. Q.R. to Q.B. square, and has the best position.

In the second place,

	5. Q.P. one square.
6. Q.Kt.P. two squares.	6. Q.R.P. two squares.
7. K.Kt. to K.B. third.	7. Q.R.P. takes P.
8. Q. takes Q.P.	8. Q. takes Q.
9. K.Kt. takes Q.	9. K.B. takes P.
10. K.Kt. to Q.Kt. fifth.	10. Q.Kt. to Q.R. third.
11. Q.B. to Q.Kt. second.	11. K.B.P. one square.
12. K.B. to Q. third.	12. Q.B. to Q. second.
13. K.Kt. to Q. fourth.	13. K.Kt. to K. second.

The game is about equal.

SEVENTH GAME.

White.	Black.
1. *K. P. two squares.*	1. *K. P. one square.*
2. *Q. P. two squares.*	2. *Q. P. two squares.*
3. *K. P. takes P.*	3. *K. P. takes P.*
4. K. Kt. to K. B. third.	4. If he play Q. B. P. two squares, you should check with K. B., and afterwards castle, having the best position. But if K. Kt. to K. B. third.
5. K. B. to Q. third.	

In the first place,

	5. K. B. to Q. third.
6. K. castles.	6. K. castles.
7. Q. B. P. two squares.	7. Q. B. P. two squares.
8. Q. P. takes P.	8. K. B. takes P.
9. P. takes Q. P.	9. Q. takes P.
10. Q. Kt. to Q. B. third.	

There is not much difference in the game.

In the second place,

	5. Q. B. P. two squares.
6. K. castles.	6. P. takes Q. P.
7. K. B. checks.	7. Q. Kt. to Q. B. third.
8. K. Kt. takes Q. P.	8. Q. B. to Q. second.
9. K. R. checks.	9. K. B. to K. second.

White has rather the better position.

EIGHTH GAME.

White.	Black.
1. *K. P. two squares.*	1. *K. P. one square.*
2. K. B. P. two squares.	2. Q. P. two squares.

3. K.P. takes P. 3. K.P. takes P.
4. K.Kt. to K.B. third. 4. Q.B.P. two squares.
5. There would be no advantage in checking with K.B.: it is better to play
Q.P. two squares. 5. Q.Kt. to Q.B. third.
6. Q.B.P. one square. 6. K.Kt. to K.B third.
7. Q.B. to K. third. 7. Q. to Q.Kt. third.
8. If you play Q. to Q.B. second, he will move Q.B. to K.B. fourth. But if
Q. to Q.Kt. third. 8. Q.Kt. to Q.R. fourth.

In the first place,

9. Q. takes Q. 9. P. takes Q.
10. K.B. checks. 10. Q.B. to Q. second.
11. K.B. takes Q.B.+ 11. K. takes K.B.
12. Q.Kt. to Q. second. 12. Q.R. to K. square.
13. K.Kt. to K. fifth,+ and afterwards castles, with a good game.

In the second place,

9. K.B. checks. 9. K. to Q. square.
10. Q. to Q.R. fourth. 10. Q.R.P. one square.
11. K.B. to K. second. 11. Q. takes Q.Kt.P.
12. Q. takes Q.Kt.+ 12. K.Kt.P. one square.
13. Q. to Q.R. third. 13. Q. takes Q.R. and will win, says Major Jaenisch; this seems to me not correct, on account of the bad position of the Black's Queen; White should now move Q. to Q.Kt. third, threatening to take Q.Kt.P.; if Black defend it, White may castle, in order to play out Q.Kt., winning the Queen. If Black play in any other way, I think White will still have the best of the game.

NINTH GAME.

White.	Black.
1. *K. P. two squares.*	1. *K. P. one square.*
2. *K. B. P. two squares.*	2. *Q. P. two squares.*
3. K. P. one square.	3. Q. B. P. two squares.

In the first place,

4. Q. B. P. one square.	4. Q. Kt. to Q. B. third.
5. K. B. to Q. third.	5. Q. to Q. Kt. third.
6. K. B. to Q. B. second.	6. Q. B. P. one square.
7. K. Kt. to B. third.	7. K. B. to Q. B. fourth.
8. Q. to K. second.	8. K. Kt. to K. R. third.
9. Q. Kt. P. two squares.	9. P. takes P. *en passant.*
10. Q. R. P. takes P.	10. K. Kt. to its fifth.
11. Q. P. two squares.	11. K. B. to K. second.
12. K. castles.	12. K. castles.

The position is somewhat in favour of the White.

In the second place,

4. K. B. checks.	4. Q. Kt. to Q. B. third.
5. K. B. takes Kt.+	5. P. takes K. B.
6. Q. B. P. two squares.	6. Q. B. to Q. R. third.
7. Q. to Q. R. fourth.	7. Q. to Q. Kt. third.

8. Q. Kt. to R. third, and the position is in your favour.

In the third place,

4. K. Kt. to K. B. third.	4. Q. P. one square.
5. Q. P. one square.	5. Q. Kt. to Q. B. third.
6. K. B. to K. second.	6. K. Kt. to K. R. third.
7. K. castles.	7. K. B. to K. second.
8. Q. B. P. one square.	8. K. castles.
9. P. takes Q. P.	9. Q. B. P. takes P.
10. Q. Kt. to Q. second.	10. K. B. P. two squares.

The game is about equal.

TENTH GAME.

White.	Black.
1. *K. P. two squares.*	1. *K. P. one square.*
2. *K. B. P. two squares.*	2. *Q. P. two squares.*
3. *K. P. one square.*	3. *Q. B. P. two squares.*
4. *K. Kt. to K. B. third.*	4. Q. Kt. to Q. B. third.
5. Q. B. P. one square.	5. Q. to Q. Kt. third.
6. K. B. to Q. third.	6. Q. B. to Q. second.
7. K. B. to Q. B. second.	

In the first place,

	7. Q. R. to Q. B. square.
8. Q. P. one square.	8. K. B. P. one square.
9. K. castles.	9. K. B. to K. second.
10. K. to K. R. square.	10. K. Kt. to K. R. third.

There is little difference in the game.

In the second place,

	7. K. B. P. one square.
8. K. castles.	8. P. takes K. P.
9. K. B. P. takes P.	9. K. Kt. to K. R. third.
10. K. to K. R. square.	10. K. Kt. to K. B. second.
11. Q. P. two squares.	11. P. takes Q. P.

12. Q. B. P. takes P., and you have rather the best of the game.

ELEVENTH GAME.

White.	Black.
1. *K. P. two squares.*	1. *K. P. one square.*
2. *K. B. P. two squares.*	2. *Q. P. two squares.*
3. *K. P. one square.*	3. *Q. B. P. two squares.*
4. *Q. B. P. one square.*	4. *Q. Kt. to Q. B. third.*

5. K. Kt. to K. B. third.	5. K. B. P. one square.
6. Q. Kt. to Q. R. third.	6. K. Kt. to K. R. third.
7. Q. Kt. to Q. B. second.	7. Q. B. to Q. second.
8. Q. P. two squares.	8. Q. to Q. Kt. third.
9. Q. Kt. P. one square.	9. Q. R. to Q. B. square.
10. K. B. to Q. third.	10. K. Kt. to K. B. second.
11. Q. B. to K. third.	11. Q. B. P. takes P.
12. Q. B. P. takes P.	12. K. B. P. takes P.
13. K. B. P. takes P.	13. K. B. checks.

In the first place,

14. K. to K. B. second.	14. K. castles.
15. K. R. to K. B. square.	15. K. B. to Q. B. sixth.
16. Q. R. to Q. B. square.	16. K. B. to Q. Kt. seventh.
17. Q. R. to Q. Kt. square.	17. K. B. takes Q. P.

18. If you take K. B. with Q. Kt., he will take K. P. with K. Kt. But if

Q. B. takes K. B.	18. Q. Kt. takes Q. B.
19. Q. Kt. takes Kt.	19. K. Kt. takes K. P.
20. K. to K. second.	20. Kt. takes K. Kt., and

afterwards advancing K. P. will have the best of the game.

In the second place,

14. Q. B. to Q. second.	14. K. castles.
15. Q. B. takes K. B.	15. Q. Kt. takes Q. B.
16. Q. Kt. takes Kt.	16. Q. takes Q. Kt.+
17. Q. to Q. second.	17. Q. to Q. Kt. third.

18. You may move K. to K. second square, and the game will be about equal, or you may play

K. castles with K. R.	18. K. Kt takes K. P.
19. K. B. takes K. R. P.+	19. K. takes K. B.

20. Kt. takes Kt., and the game is about equal. If he were now to play B. to Q. Kt. fourth, you should move K. R. to K. B. fourth.

TWELFTH GAME.

White.	Black.
1. K.P. two squares.	1. Q.B.P. two squares; this, in the opinion of Major Jaenisch, (from whose work this and the succeeding Games of this Opening are chiefly taken,) is the best possible move for the Defence; I confess I do not perceive its peculiar excellence; at the same time I believe it to be a good move.
2. If you play K.B.P. two squares, or Q.B.P. one square, he will move K.P. one square, reducing it to one of the Openings of the King's Pawn one square. But suppose K.Kt. to K.B. third.	

FIRST DEFENCE.

	2. Q.Kt. to Q.B. third.
3. Q.P. two squares.	3. P. takes Q.P.
4. K.Kt. takes P.	4. K.P. two squares.
5. It would not be good play to take Q.Kt., because he would retake with Q.Kt.P.; therefore K.Kt. to K.B. third.	5. K.Kt. to K B. third.
6. K.B. to Q. third.	6. K.B. to Q.B. fourth.
7. K. castles.	7. K. castles.
8. Q.B. to K.Kt. fifth.	

There is but little difference in the game.

SECOND DEFENCE.

	2. K.P. one square.
3. Q.P. two squares.	3. Q.P. two squares.
4. K.P. takes P.	4. K.P. takes P.
5. Q.B.P. two squares.	

In the first place,

	5. Q.B. to K. third.
6. Q. to Q.Kt. third.	6. Q.P. takes P.

7. K.B. takes P. 7. Q.B. takes B.
8. Q. takes Q.B., having a better position than the Black.

In the second place,

5. Q.B.P. takes P.
6. It would not be good play to take Q.P. with Q.B.P., because he would check with Q. at Q.R. fourth. You may take P. with Q., or
K.Kt. takes P. 6. Q.Kt. to Q.B. third.
7. K.Kt. takes Q.Kt. 7. P. takes K.Kt.
8. P. takes P. 8. Q. takes P.
9. Q. takes Q. 9. P. takes Q.
10. K.B. checks, and afterwards will castle, having the best of the game.

THIRTEENTH GAME.

White. **Black.**

1. K.P. two squares. 1. K.P. two squares.
2. Q.P. two squares; this is not a very good move, but may be played without much danger. The following moves are mostly taken from Major Jaenisch's work:
2. K.P. takes P.
3. If you take P. with Q., he will move Q.Kt. to Q.B. third, compelling you to remove Q. to Q. square, as the best; he will then play K.B. to Q.B. fourth, having more pieces in play than you. But suppose you play
K.Kt. to K.B. third. 3. Q.B.P. two squares; it is better to check with K.B., see the Variation.
4. Q.B.P. one square.

FIRST DEFENCE.

4. Q. to K. second.
5. K.B. to Q. third. 5. Q.P. two squares.

6. K. castles. 6. Q.P. takes P.
7. K.B. takes P. and has the best of the game.

SECOND DEFENCE.

4. P. takes Q.B.P.
5. Q.Kt. takes P.

In the first place,

5. Q.Kt. to Q.B. third.
6. Q.B. to K.B. fourth. 6. Q.P. one square.
7. Q.Kt. to its fifth. 7. If he play K.Kt. to K.B. third, you take Q.P. with Q.B. But if Q. to Q.R. fourth.+
8. Q. to Q. second. 8. Q. takes Q.+
9. K.Kt. takes Q. 9. K. to Q. second.
10. K.Kt. to Q.B. fourth, and recovers the Pawn, with a good game.

In the second place,

5. Q.P. one square.
6. Q.B. to K.B. fourth. 6. Q.B. to K.Kt. fifth.
7. Q. to Q. second. 7. Q.Kt. to Q.B. third.
8. K.B. to Q.Kt. fifth. 8. K.Kt. to K.B. third.
9. K. castles with Q.R. 9. Q.B. takes Kt.
10. K.Kt.P. takes B., and will afterwards win Q.P., and have a good game.

VARIATION,

BEGINNING AT THE THIRD MOVE OF THE BLACK.

White.	Black.
1. *K.P. two squares.*	1. *K.P. two squares.*
2. *Q.P. two squares.*	2. *K.P. takes P.*
3. *K.Kt. to K.B. third.*	3. K.B. checks.

FIRST METHOD.

4. Q.B.P. one square. 4. P. takes P.
5. Q.Kt.P. takes P. 5. K.B. to Q.B. fourth.

6. K.B. to Q.B. fourth. 6. Q.P. one square.
7. Q. to Q.Kt. third. 7. Q. to K.B. third.

In the first place,

8. Q.B. to K.Kt. fifth. 8. Q. to K.Kt. third.
9. K. castles. 9. K.R.P. one square.
10. Q.B. to K.B. fourth. 10. K.Kt. to K. second.
11. K.P. one square. 11. K. castles, and has the best of the game.

In the second place,

8. K. castles. 8. K.R.P. one square.
9. K.R. to K. square. 9. K.Kt. to K. second.
10. K.P. one square. 10. Q.P. takes P.
11. Q. to Q.Kt. fifth.+ 11. Q. to Q.B. third.
12. K.Kt. takes K.P. 12. Q. takes Q.
13. K.B. takes Q.+ 13. Q.B.P. one square.
14. K.B. to Q.B. fourth. 14. K. castles, having a Pawn more, and a good position.

SECOND METHOD.

4. Q.B. to Q. second. 4. K.B. to Q.B. fourth.
5. Q.B. to K.B. fourth.

FIRST DEFENCE.

5. Q. to K. second.
6. K.P. one square. 6. Q.P. one square. (A.)
7. K.B. to K. second. 7. Q.Kt. to Q.B. third.
8. K. castles, and you have a good position.

(A.)

6. K.B. checks.
7. Q.B.P. one square. 7. P. takes P.
8. Q.Kt.P. takes P. 8. K.B. to Q.B. fourth.
9. K.B. to Q.B. fourth, having the best position.

SECOND DEFENCE.

	5. Q.Kt. to Q.B. third.
6. K.B. to Q.B. fourth.	6. Q.P. one square.
7. Q.B.P. one square.	7. P. takes P.
8. Q.Kt. takes P.	8. Q.B. to K. third.

9. If you play Q. to Q.Kt. third, he would take K.B., and not play Q.Kt. to Q.R. fourth, as directed by Mr. Jaenisch, because it would give him the worst of the game. But suppose

K.B. takes B.	9. P. takes K.B.
10. Q. to Q.Kt. third.	10. Q. to Q.B. square.
11. K.Kt. to its fifth.	11. Q.Kt. to Q. fifth, having the best of the game.

FOURTEENTH GAME.

White.	Black.
1. *K.P. two squares.*	1. K.P. two squares.
2. *Q.P. two squares.*	2. K.P. takes P.
3. K.B. to Q.B. fourth.	3. If he were to play Q.Kt. to Q.B. third, you should play K.Kt. to K.B. third, and the position would be the same as in the Thirty-fourth Game of the King's Knight's Opening, page 202. But suppose Q.B.P. two squares; this is not so good a move as checking with K.B.; see the Variation.
4. Q.B.P. one square.	

FIRST DEFENCE.

	4. P. takes P.
5. Q.Kt. takes P.	5. Q.P. one square.
6. Q.B. to K.B. fourth.	

In the first place,

	6. Q.Kt. to Q.B. third.
7. Q.Kt. to its fifth.	7. Q. to Q.R. fourth.+
8. K. to K.B. square.	8. K.R.P. one square.
9. Q.Kt. takes Q.P.+	9. K.B. takes Kt.
10. Q. takes K.B.	10. K.Kt. to K. second, and the position is rather in favour of the Black.

In the second place,

	6. Q.B. to K. third.
7. K.B. takes Q.B.	7. P. takes K.B.
8. Q. to Q.Kt. third.	8. Q. to Q. second.
9. K. castles.	9. If he play Q.Kt. to Q.B. third, you move Q.Kt. to its fifth. If he play K.Kt. to K.B. third, you play K.P. one square, in both cases winning Q.P.

SECOND DEFENCE.

	4. Q.Kt. to Q.B. third.
5. K.Kt. to K.B. third.	5. P. takes Q.B.P.
6. Q.Kt. takes P.	6. Q.P. one square.
7. Q.B. to K.B. fourth.	7. Q.B. to K. third.
8. K.B. takes B.	8. K.B.P. takes B.
9. Q. to Q.Kt. third.	9. Q. to Q. second.
10. K. castles with Q.R.	

In the first place,

	10. K. castles with Q.R.
11. Q.Kt. to its fifth.	11. Q.P. one square.
12. K.P. takes P.	12. K.P. takes P.
13. Q.B. to its seventh.	13. Q.B.P. one square.
14. Q. to Q.R. fourth.	14. Q.R. to K. square.

15. Q.B. to K.Kt. third, and afterwards you play Q.Kt. to Q.B. seventh, recovering the Pawn.

In the second place,

	10. Q.Kt. to Q.R. fourth.
11. Q. to Q.Kt. fifth.	11. Q.Kt. to Q.B. third.

12. Q. to Q. third.	12. Q. Kt. to its fifth.
13. Q. to Q. B. fourth.	13. If he castle with Q. R. you play Q. Kt. to its fifth, recovering the Pawn. But if Q. R. to Q. square.
14. Q. Kt. to its fifth.	14. Q. P. one square.
15. Q. Kt. to Q. B. seventh, checks, and will win.	

In the third place,

	10. Q. R. P. one square.
11. Q. B. takes Q. P.	11. K. B. takes Q. B.
12. K. P. one square.	12. Q. Kt. takes K. P.
13. K. Kt. takes Kt.	13. Q. to K. second.
14. Q. to Q. R. fourth.+	14. K. to K. B. square.
15. K. Kt. to Q. seventh.+	15. K. to K. B. second.
16. Q. Kt. to K. fourth.	16. K. B. to its fifth.+
17. K. to Q. Kt. square.	17. Q. Kt. P. two squares.
18. Q. to Q. Kt. third, and has an excellent game.	

VARIATION,

BEGINNING AT THE THIRD MOVE OF THE BLACK.

White.	Black.
1. *K. P. two squares.*	1. *K. P. two squares.*
2. *Q. P. two squares.*	2. *K. P. takes P.*
3. *K. B. to Q. B. fourth.*	3. K. B. checks.
4. Q. B. P. one square.	4. P. takes P.

In the first place,

5. Q. Kt. P. takes P.	5. Q. to K. B. third.
6. Q. to Q. Kt. third.	6. K. B. to Q. B. fourth.
7. K. Kt. to K. B. third.	7. Q. P. one square.

The position is now the same as in the Variation of the Thirteenth Game, page 496, which see.

In the second place,

5. K. B. takes K. B. P.+	5. K. takes K. B.
6. Q. to Q. Kt. third.+	6. Q. P. two squares.

7. Q. takes K.B. 7. P. takes Q.Kt.P.
8. Q.B. takes P. 8. Q.P. takes P.
9. If you take P. with Q., he will play K.Kt. to K.B. third, But if
Q. to Q.Kt. third.+ 9. Q.B. to K. third.
10. Q. takes Q.Kt.P. 10. Q.B. to Q. fourth.
11. Q. to Q.Kt. fifth. 11. Q.B.P. one square.
12. Q. to K. second. 12. K.Kt. to K.B. third, and has the best of the game.

FIFTEENTH GAME.

White.	Black.
1. Q.P. two squares.	1. Q.P. two squares.
2. Q.B. to K.B. fourth.	2. Q.B.P. two squares.

3. If you take Q.P. he will play Q.Kt. to Q.B. third, in order to advance K.P. two squares. But if

Q.B. takes Q.Kt.	3. Q.R. takes B.
4. K.P. one square.	4. K.P. one square.
5. Q.B.P. one square.	5. Q.Kt.P. one square.
6. Q. checks.	6. B. to Q. second.

7. Q. takes Q.R.P.; this is a bad move, in consequence of the position of the Queen.

	7. Q.B.P. one square.
8. Q.Kt.P. two squares.	8. Q.R. to its square.
9. Q. to Q.Kt. seventh.	9. K.Kt. to K. second, and will afterwards win the Queen, by playing Q.B. to its third.

SIXTEENTH GAME.

White.	Black.
1. Q.P. two squares.	1. Q.P. two squares.

2. Q.Kt. to Q.B. third; this move is not to be recommended, as it is by no means attacking.

	2. Q.B.P. two squares.

In the first place,

3. Q.P. takes P.	3. Q.P. one square.
4. Q.Kt. to K. fourth.	4. K.B.P. two squares.
5. Q.Kt. to K.Kt. third.	5. K.P. two squares.

6. If you play Q.B.P. one square, he will take P. with K.B., and on your taking Q.P. he will first check with K.B., and afterwards take P. with Q. But if

Q.Kt.P. two squares.	6. Q.Kt.P. one square.
7. Q.B. to Q.R. third.	7. P. takes P.
8. P. takes P.	8. Q. checks, and wins Q.B.

In the second place,

3. Q.B. to K.B. fourth.	3. K.P. one square.
4. K.P. one square.	4. Q B.P. one square.
5. Q.Kt.P. one square.	5. K.B. to Q.Kt. fifth.
6. K.Kt. to K. second.	6. Q. to Q R. fourth.
7. Q. to Q. second.	7. K.Kt. to K.B. third.
8. K.B.P. one square.	8. Q.Kt.P. one square.
9. P. takes P.	9. Q.B. to Q.R. third.

The position is much in favour of the Black.

SEVENTEENTH GAME.

White.	Black.
1. Q.B.P. two squares.	1. K.P. two squares.
2. Q.Kt. to Q.B. third.	2. K.B.P. two squares.
3. Q.P. two squares.	3. K.P. one square.
4. Q.P. one square.	4. Q.B.P. one square.
5. Q.P. one square.	5. Q. to K.B. third.
6. Q.B.P. one square.	6. Q.Kt.P. one square.

7. If you play Q.B. to K. third, he will play Q.Kt. to R. third. But if

P. takes Q.Kt.P.	7. Q.R.P. takes P.
8. Q.Kt. to Q.R. fourth.	8. K.B. takes P.
9. Kt. takes Q.Kt.P.	9. K.B. checks.
10. Q.B. to Q. second.	10. Q. takes Q.Kt.P.
11. Kt. takes Q.R.	11. K.B. takes Q.B.+
12. Q. takes K.B.	12. Q. takes Q.R.+
13. Q. to Q. square.	13. Q. takes Q.R.P.
14. Q. to Q. fourth.	14. Q. to Q.R. fourth.+
15. K. to Q. square.	15. K.Kt. to K.B. third.
16. Q.Kt. to Q.Kt. sixth.	16. K. castles, and has considerably the best of the game.

This method of beginning the game is not commendable, as it is purely defensive. White, instead of advancing Q.P. on the fourth move, should have played K.P. one square.

EIGHTEENTH GAME.

White.	Black.
1. K.B.P. two squares.	1. Q.P. two squares.
2. K.Kt. to K.B. third.	2. Q.B. to K.Kt. fifth.
3. K.Kt. to K. fifth.	3. Q.B. to K.B. fourth.
4. K.Kt.P. two squares.	4. K.P. one square.
5. If you play K.R.P. two squares, he will move Q.B. to K. fifth, and afterwards K.B. to K. second. But if K.Kt.P. one square.	5. K.B.P. one square.

FIRST DEFENCE.

6. P. takes K.B.P.	6. Q. takes P.
7. K.Kt. to K.B. third.	7. Q.B. to K.Kt. fifth, and has the best position; for if you play K.P. one square, he will advance K.P., winning a Pawn at the least.

SECOND DEFENCE.

6. K. Kt. to K. B. third.	6. K. B. P. takes P.
7. K. Kt. takes P.	7. K. B. to K. second.

In the first place,

8. K. R. P. two squares.	8. K. R. P. one square.
9. K. Kt. to B. third.	9. Q. B. to K. fifth, and afterwards taking K. Kt., will have the best of the game.

In the second place,

8. Q. P. one square.	8. K. R. P. one square.
9. Kt. to K. B. third.	9. K. B. to K. R. fifth.+
10. Kt. takes K. B.	10. Q. takes Kt.+
11. K. to Q. second.	11. Q. takes K. B. P., checks, and has evidently the best of the game, arising from the bad opening of the White.

CHESS PROBLEMS.

As I have purposely withheld the Solutions to the following Problems, more than usual care has been taken to free them from every sort of error. I fear, however, that notwithstanding repeated examinations, some may be incorrect, and others may be solved in fewer moves than stated.

There can be no doubt that those who discover the method of winning from the Diagrams alone, are entitled to the praise of having fairly solved these Problems; but the like praise cannot be given to those who, placing the pieces on the board, try first this, then that move, until they have hit on the right one. It must, however, be confessed that the latter method considerably lessens the difficulty.

No. I.

White to win in Four Moves.

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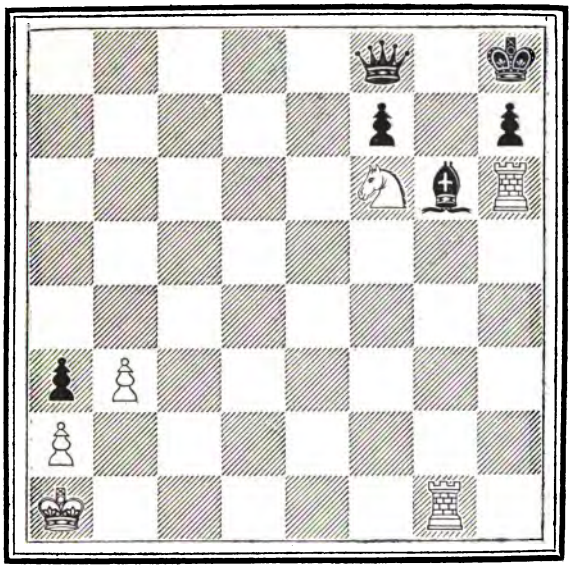

WHITE.

No. II.

White to win in Four Moves.

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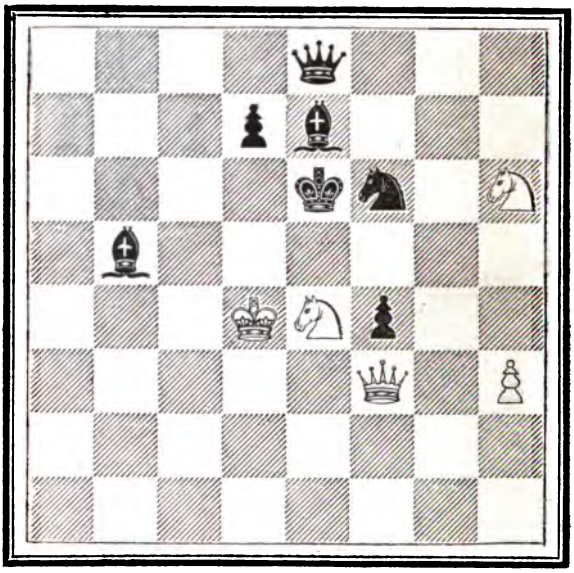

WHITE.

No. III.

White to win in Five Moves.

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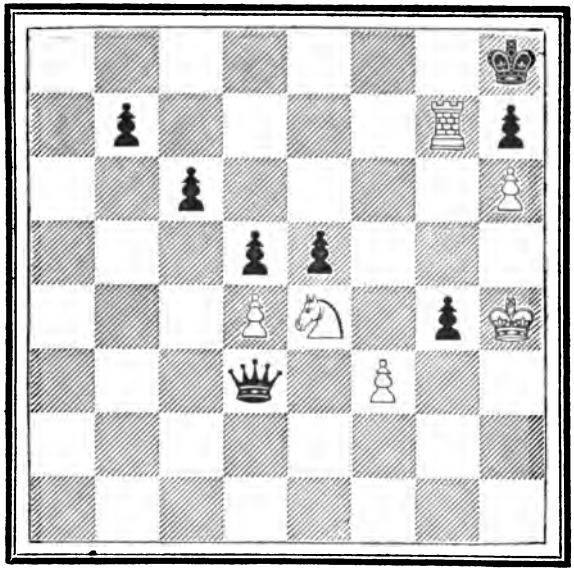

WHITE.

No. IV.

White to win in Five Moves.

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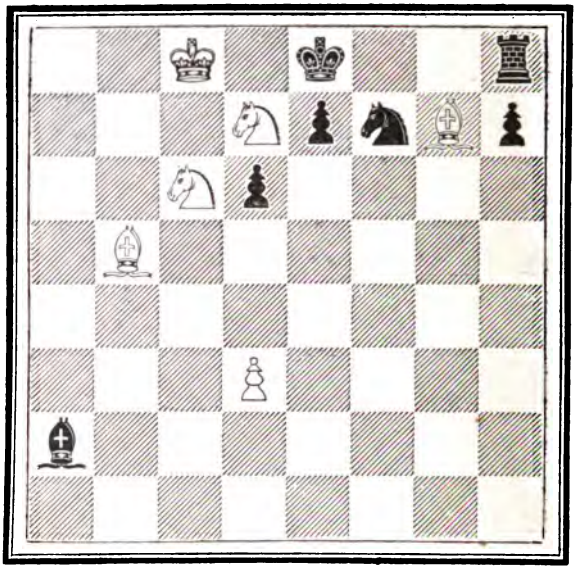

WHITE.

No. V.

White to win in Five Moves.

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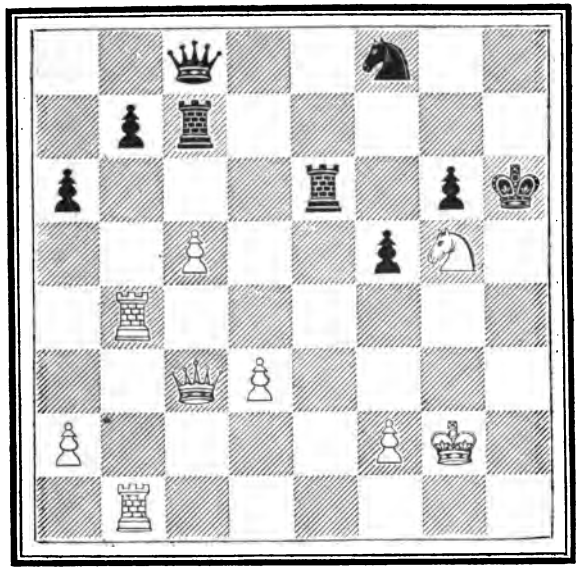

WHITE.

No. VI.

White to win in Six Moves.

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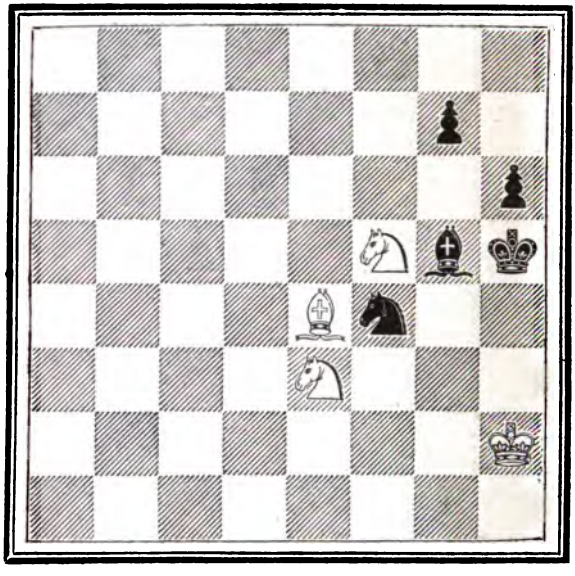

WHITE.

No. VII.

White to win in Six Moves.

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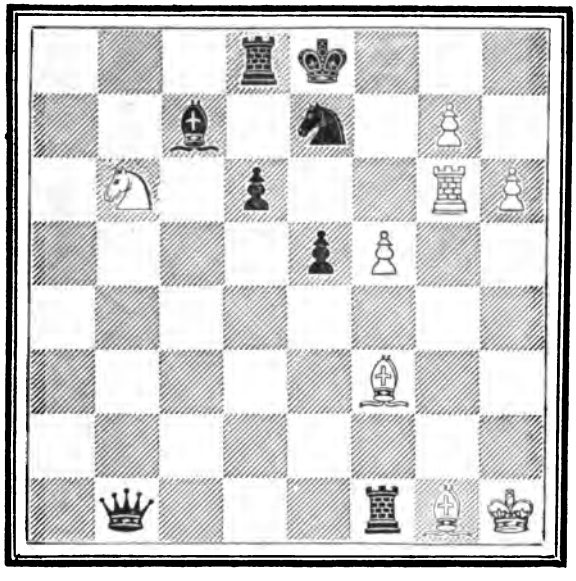

WHITE.

No. VIII.

White to win in Six Moves.

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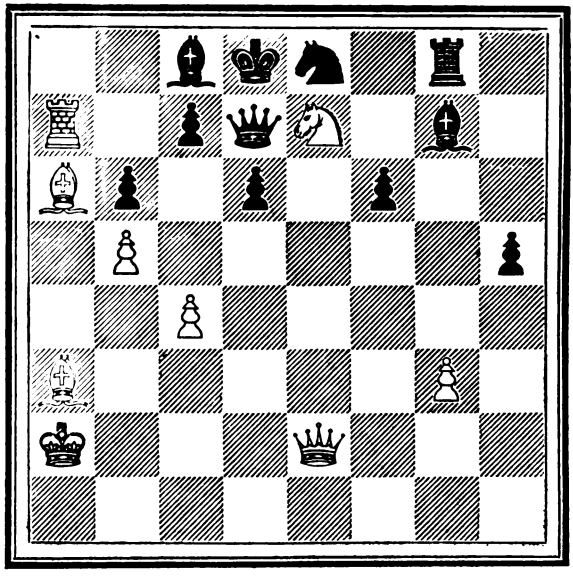
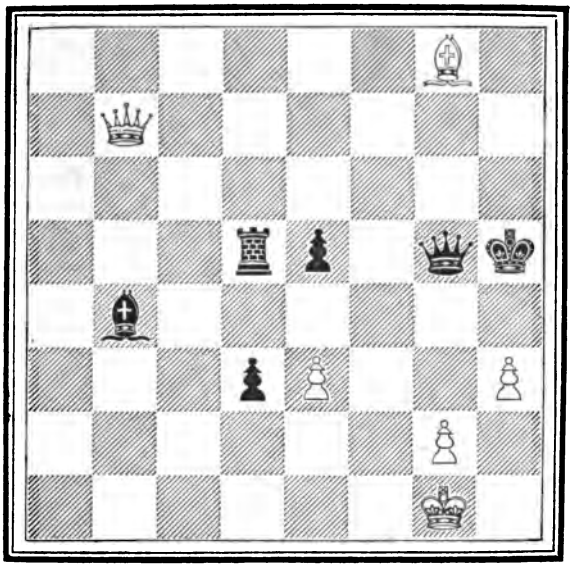


WHITE.

No. IX.

White to win in Seven Moves.

BLACK.

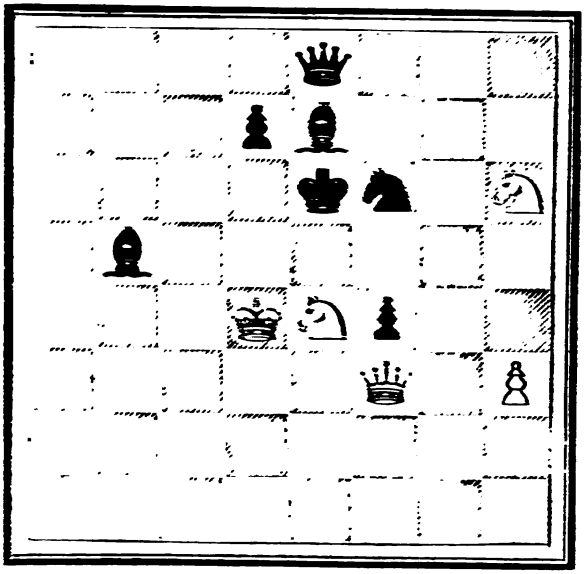


WHITE.

No. II.

White to win in four Moves.

BLACK.

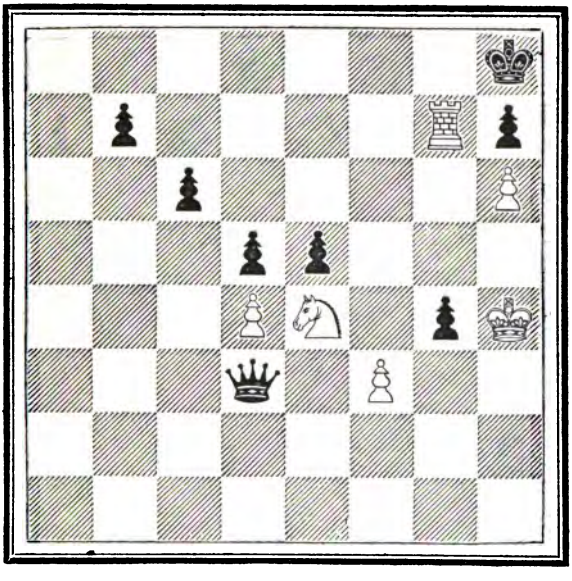


WHITE.

No. III.

White to win in Five Moves.

BLACK.



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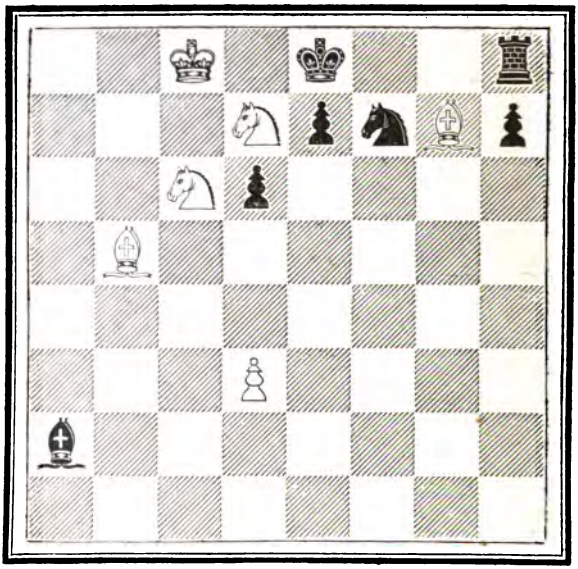
No. IV.

White to win in Five Moves.

BLACK.



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No. V.

White to win in Five Moves.

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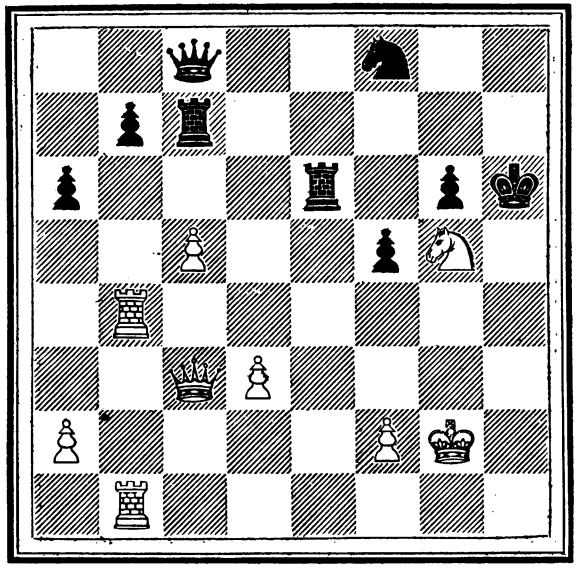

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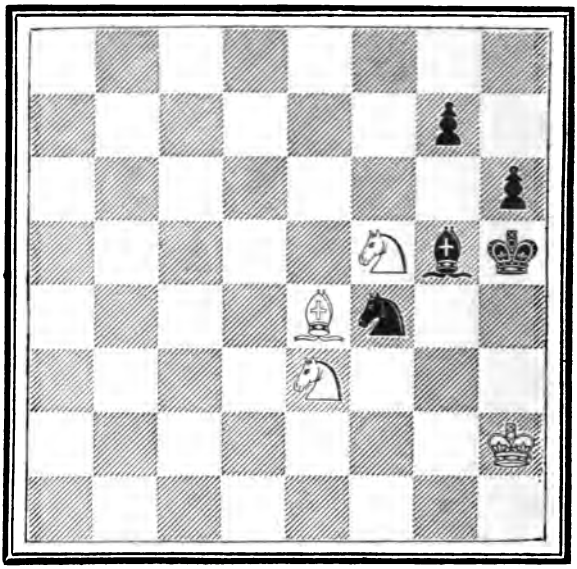
No. VI.

White to win in Six Moves.

BLACK.



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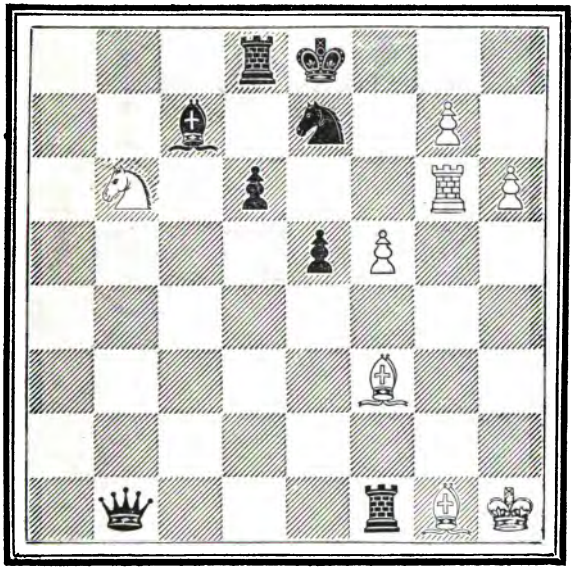
No. VII.

White to win in Six Moves.

BLACK.



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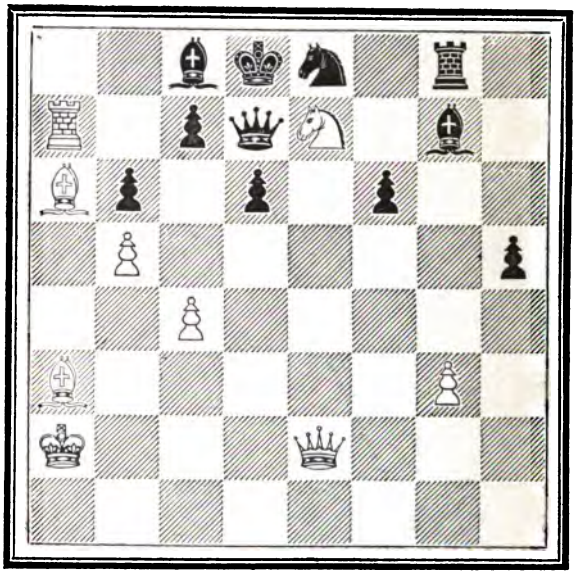
No. VIII.

White to win in Six Moves.

BLACK.



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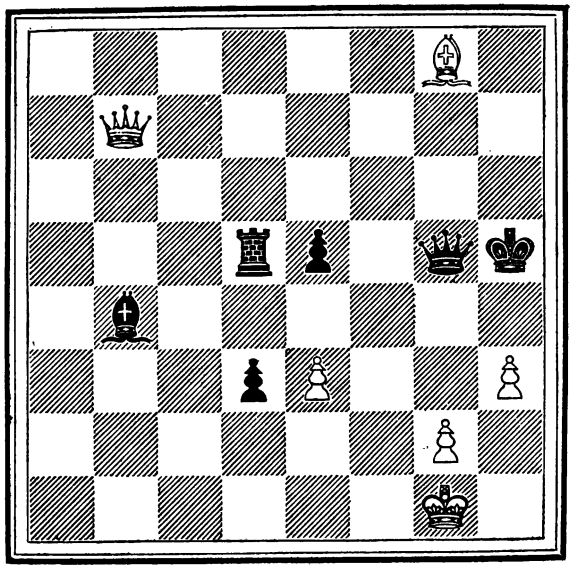
No. IX.

White to win in Seven Moves.

BLACK.



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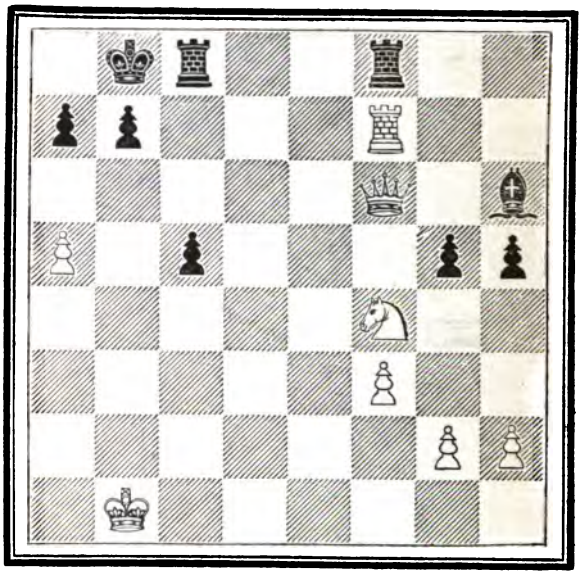
No. X.

White to win in Seven Moves.

BLACK.



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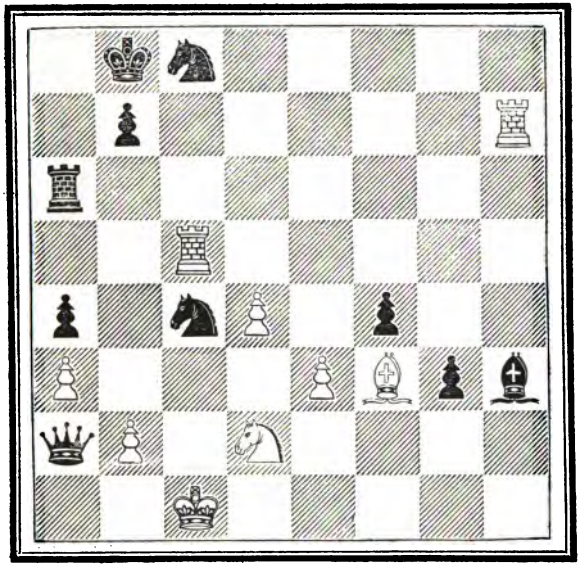
No. XI.

White to win in Seven Moves.

BLACK.

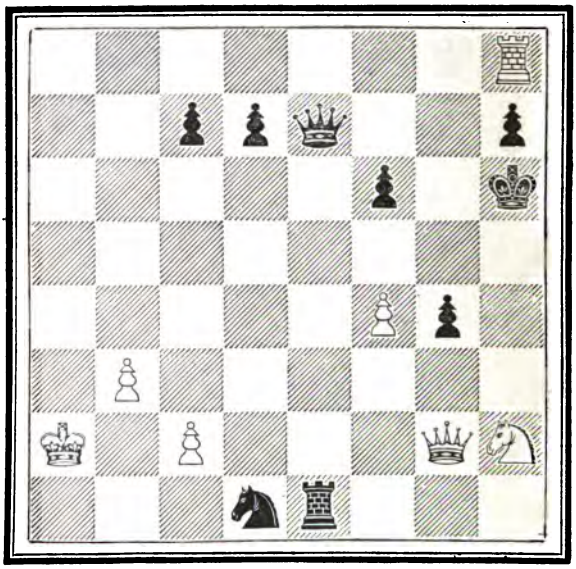


WHITE.

No. XII.

White to win in Seven Moves.

BLACK.



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No. XIII.

White to win in Seven Moves.

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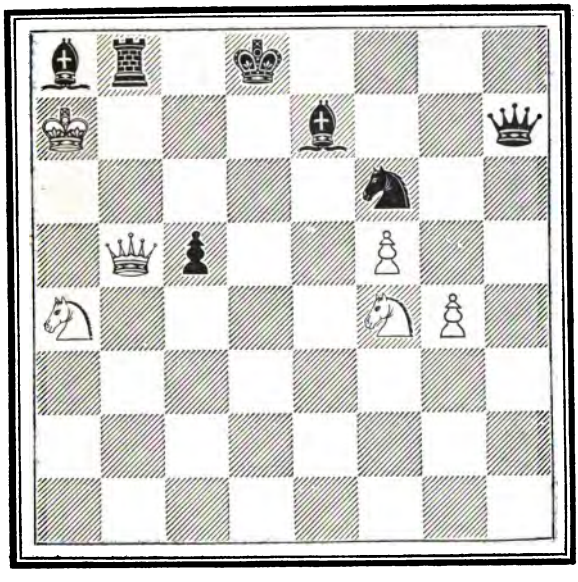
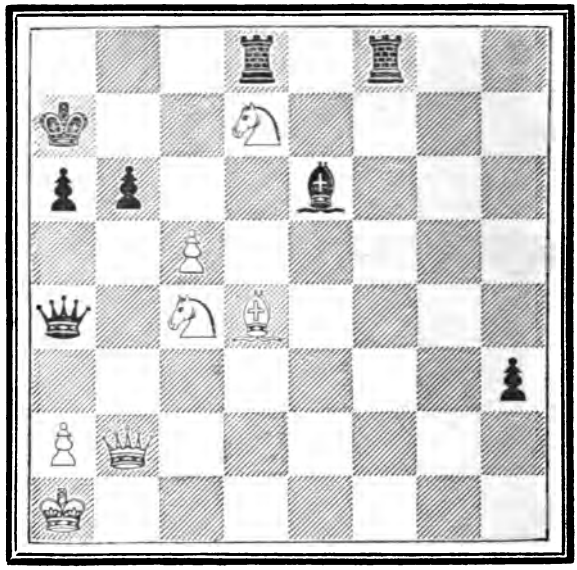


WHITE.

No. XIV.

White to win in Eight Moves.

BLACK.



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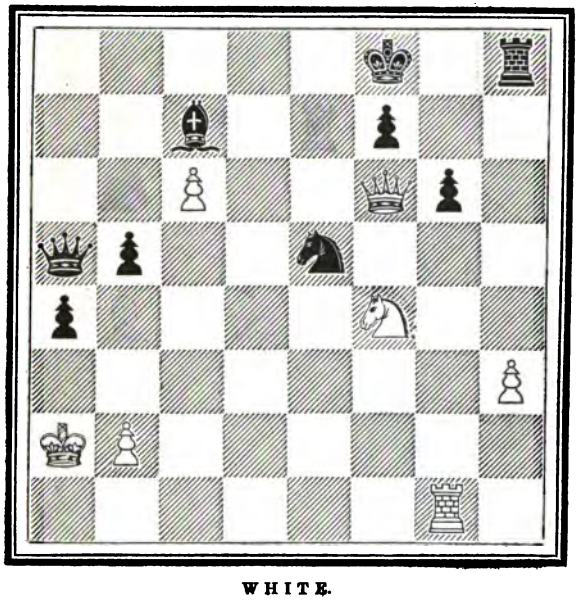
No. XV.

White to win in Eight Moves.

BLACK.

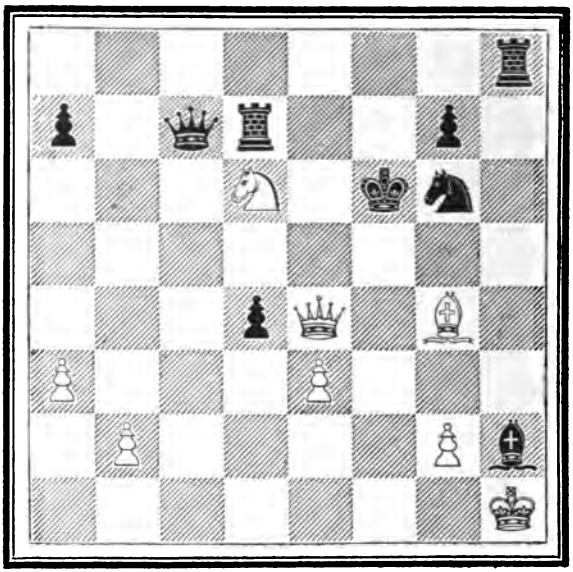


WHITE.

No. XVI.

White to win in Eight Moves.

BLACK.



WHITE.

No. XVII.

White to win in Eight Moves.

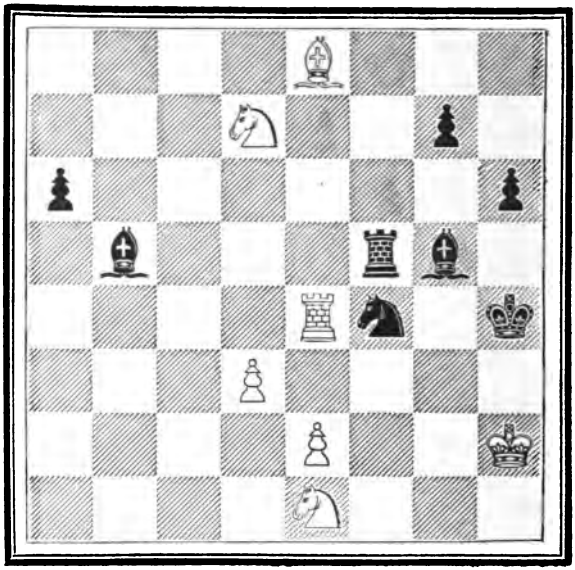
BLACK.

WHITE.

No. XVIII.

White to win in Ten Moves.

BLACK.

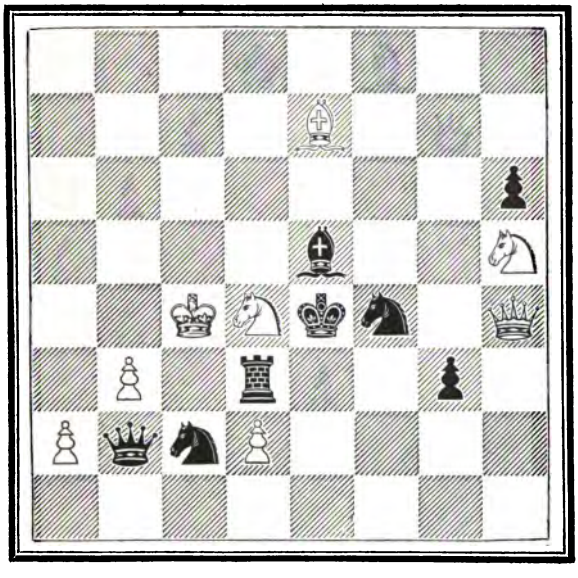


WHITE.

No. XIX.

White to win in Ten Moves.

BLACK.

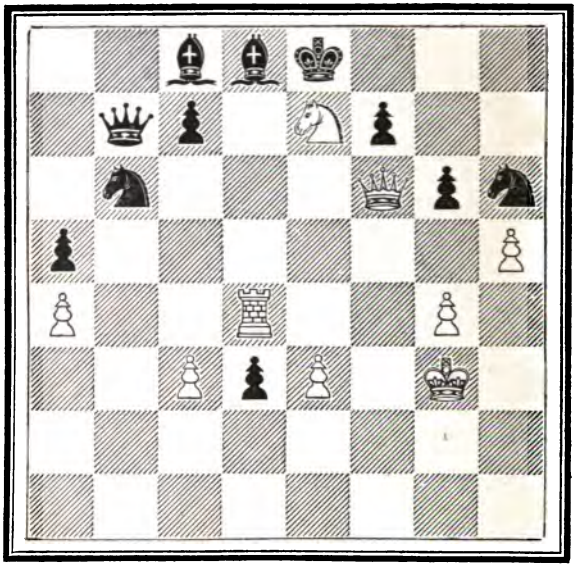


WHITE.

No. XX.

White to win in Ten Moves.

BLACK.

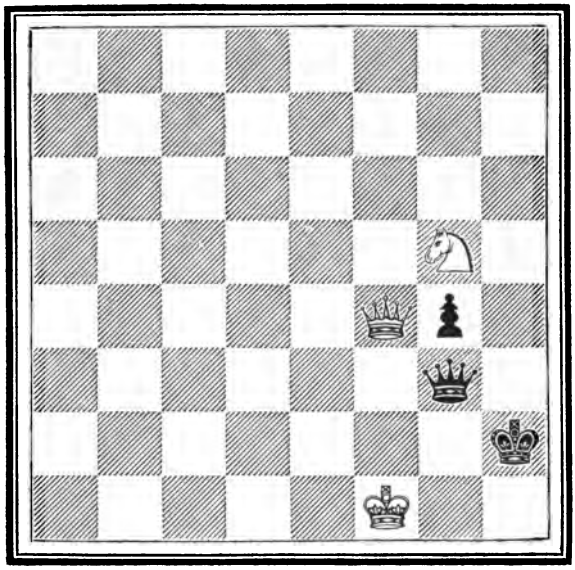


WHITE.

No. XXI.

White to win in Eleven Moves.

BLACK.

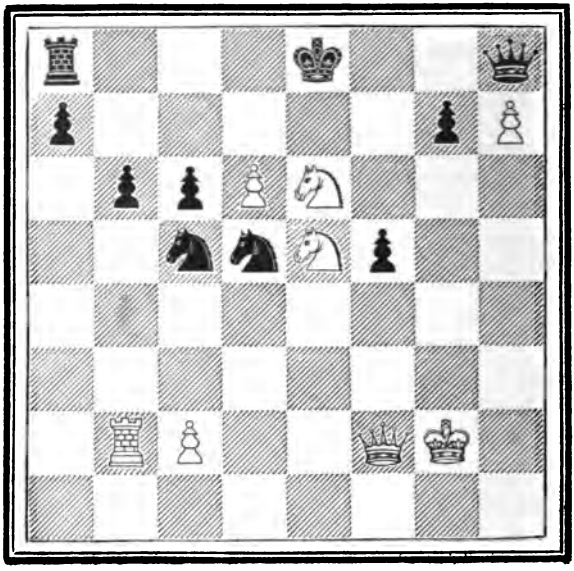


WHITE.

No. XXII.

White to win in Eleven Moves.

BLACK.

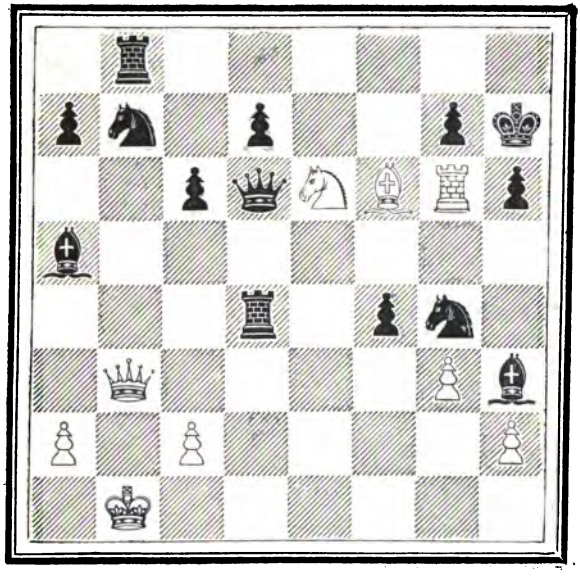


WHITE.

No. XXIII.

White to win in Fifteen Moves.

BLACK.



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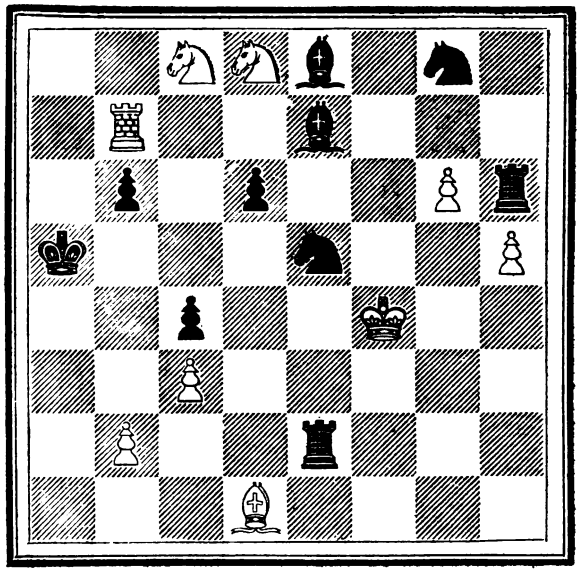
No. XXIV.

White to win in Seventeen Moves.

BLACK.



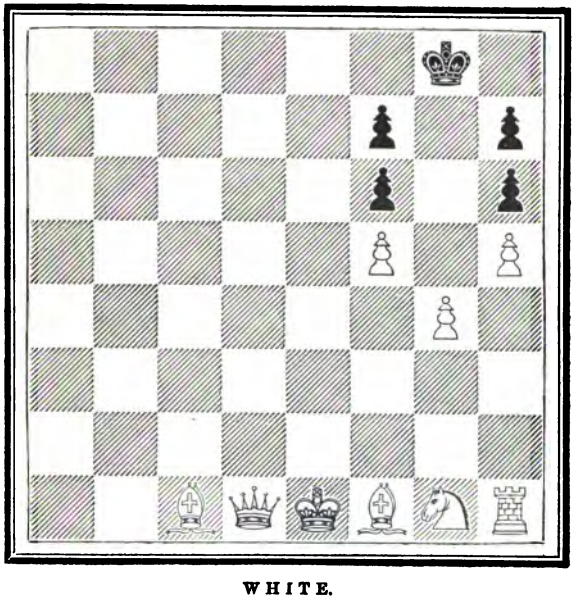
WHITE.

No. XXV.

White to win with K. Kt. Pawn in Fifty-one Moves,

WITHOUT ANY BLACK PAWN BEING TAKEN OR MOVED.

BLACK.



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